

**AD-A244 971**



**SOFTWARE DESIGN DOCUMENT  
Vehicle Simulation CSCI (5)**

Volume 4 of 4 Appendices

June, 1991



**Prepared by:**

BBN Systems and Technologies,  
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**Prepared for:**

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Information and Science Technology Office  
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Program Manager for Training Devices (PM TRADE)  
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# REPORT DOCUMENTATION PAGE

Form Approved  
OPM No. 0704-0108

Public reporting burden for this collection of information is estimated to average 1 hour per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and reviewing the collection of information. Send comments regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden, to Washington Headquarters Service, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington, VA 22202-4302, and to the Office of Information and Regulatory Affairs, Office of Management and Budget, Washington, DC 20503.

1. AGENCY USE ONLY (Leave Blank)		2. REPORT DATE June 1991	3. REPORT TYPE AND DATES COVERED Software Design Document
4. TITLE AND SUBTITLE Software Design Document Vehicle Simulation CSCI (5)			5. FUNDING NUMBERS  Contract Numbers: MDA972-89-C-0060 MDA972-89-C-0061
6. AUTHOR(S) Author not specified.			
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Bolt Beranek and Newman, Inc. (BBN) Systems and Technologies; Advanced Simulation 10 Moulton Street Cambridge, MA 02138			8. PERFORMING ORGANIZATION REPORT NUMBER  Advanced Simulation #: 9108
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES) Defense Advanced Research Projects Agency (DARPA) 3701 North Fairfax Drive Arlington, VA 22203-1714			10. SPONSORING/MONITORING AGENCY REPORT NUMBER DARPA Report Number: None.
11. SUPPLEMENTARY NOTES None			
12a. DISTRIBUTION/AVAILABILITY STATEMENT Distribution Statement A: Approved for public release; distribution is unlimited.			12b. DISTRIBUTION CODE Distribution Code: A
13. ABSTRACT (Maximum 200 words)  A Simulation Network (SIMNET) project Software Design Document that describes the Vehicle Simulation Computer Software Configuration Item (CSCI number 5) of the SIMNET hardware and software training system for vehicle crew training and operational training.			
14. SUBJECT TERMS SIMNET Software Design Document for the Vehicle Simulation CSCI (CSCI 5).			15. NUMBER OF PAGES
			16. PRICE CODE
17. SECURITY CLASSIFICATION OF REPORT Unclassified	18. SECURITY CLASSIFICATION OF THIS PAGE Unclassified	19. SECURITY CLASSIFICATION OF ABSTRACT Unclassified	20. LIMITATION OF ABSTRACT Same as report.

## APPENDIX A: HEADER FILES

The following header files are important in understanding the simulation code. They contain external references to routines externally accessible from the libraries. They contain external references to global variables and contain definitions of data types and constant for use as parameters.

### System Level Header Files

The following files are located in the directory /simnet/release/src/include/

- abs.h
- ubd.h
- bbddev.h
- bbdioclt.h
- bfly\_stdh.h
- ci\_bfly.h
- cig\_buffer.h
- cigutil.h
- cmc.h
- cmc\_status.h
- cmc\_timer.h
- cmctimer.h
- compat.h
- cpu.h
- dgi\_stdh.h
- dgi\_stdg.h
- dr.h
- drdev.h
- drioclt.h
- dtad.h
- enparg.h
- enpioctl.h
- error.h
- filter\_regs.h
- net/netfilter.h
- net/nettab.h
- net/network.h
- net/pktq.h
- gbuffer.h
- gcom.h
- idc.h
- if\_cig2sim.h
- if\_ctas.h
- if\_ctl\_error.h
- if\_hdr\_str.h
- if\_init.h
- if\_phase.h
- if\_phase\_out.h
- if\_sim2sig.h
- if\_targets.h
- if\_tst\_ctl.h
- if\_veh\_eff.h



itab.h  
keys.h  
least\_sq\_fit.h  
libidc.h  
libidc\_dfn.h  
libiod.h  
libiod\_dfn.h  
libmap.h  
libmap\_dfn.h  
libmatrix.h  
libmem.h  
libmem\_dfn.h  
libparser.h  
libpfile.h  
libpfile\_dfn.h  
librva.h  
librva5.h  
librvaT.h  
librva\_util.h  
libsound.h  
libsound\_dfn.h  
libterrain.h  
load.h  
longpt.h  
machine.h  
map.h  
mass\_std.h  
matrixdev.h  
minmax.h  
my\_style.h  
new\_sci.h  
newmatrix.h  
objects.h  
oldimps.h  
p2p.h  
pnl\_test\_dfn.h  
powers.h  
rtc.h  
ser.h  
ser\_status.h  
serdev.h  
serdvr.h  
serioctl.h  
sersvr.h  
shmcontrol.h  
sim\_ammo.h  
sim\_cig\_df.h  
sim\_cig\_if.h  
sim\_dfns.h  
sim\_macros.h  
sim\_style.h  
sim\_types.h  
simstdio.h  
sines.h

softp.h  
status.h  
table.h  
tdb.h  
terrain.h  
timer.h  
timers.h  
timers\_dfn.h  
tolerance.h  
trig.h  
tolerance.h  
types.h  
universal.h  
util.h  
yumm.h  
assoc.h  
clparse.h  
fifo.h  
fifo\_dfn.h  
libapp.h  
libcontrols.h  
libdev.h  
libevent.h  
libfilter.h  
libimps.h  
libmath.h  
libpots.h  
libutil.h  
libcif.h  
enpsvr.h

The following files are in the directory /simnet/release/src/include/protocol/

address.h  
basic.h  
bridge\_com.h  
failure.h  
ivis\_com.h  
ivis\_rpt.h  
mun\_type.h  
obj\_type.h  
org\_unit.h  
p\_All.h  
p\_assoc.h  
p\_data.h  
p\_faad.h  
p\_ivis.h  
p\_logger.h  
p\_mgmt.h  
p\_mon.h  
p\_num.h  
p\_p2p.h  
p\_radio.h

p\_sim.h  
p\_size.h  
p\_stlth.h  
p\_terra.h  
p\_timers.h  
pro\_assoc.h  
pro\_data.h  
pro\_faad.h  
pro\_logger.h  
pro\_mgmt.h  
pro\_num.h  
pro\_p2p.h  
pro\_sim.h  
pro\_size.h  
pro\_stlth.h  
pro\_terra.h  
pro\_timers.h  
repair\_m1.h  
repair\_m2.h  
st\_faad.h  
stat\_m1.h  
stat\_m2.h  
status.h  
status\_m1.h  
status\_m2.h  
veh\_appear.h  
veh\_type.h

### Vehicles Header Files

The following files are located in the directory /simnet/release/src/vehicle/include/

aero\_param.h  
bigwheel.h  
dyn\_mass.h  
dyn\_state.h  
dynlib.h  
ground.h  
kin\_state.h  
libair.h  
libairmeter.h  
libball.h  
libcig.h  
libfail.h  
libhull.h  
libkin.h  
libmain.h  
libnav\_util.h  
libmsg.h  
libmun.h  
libnetwork.h  
libproc.h

librepair.h  
libweapon.h  
net\_stats.h  
newcig.h  
parameters.h  
sbcustom.h  
sbllibry.h  
std\_atm.h  
vehicle.h  
way\_ed.h  
weapons.h  
libmiss\_dfn.h  
miss\_adat.h  
libnear.h  
librotate.h  
miss\_hellfr.h  
miss\_maverck.h  
miss\_nlos.h  
miss\_stinger.h  
miss\_tow.h  
libmissile.h  
libsusp.h  
libturret.h  
libveh.h  
libflags.h  
libvflags.h

The following files are located in the directory /simnet/release/src/vehicle/m1/include/

m1\_ammo.h  
m1\_ammo\_df.h  
m1\_ammo\_mx.h  
m1\_ammo\_pn.h  
m1\_bcs.h  
m1\_cali\_df.h  
m1\_cig.h  
m1\_cntrl.h  
m1\_comm\_mx.h  
m1\_ctl\_df.h  
m1\_cupola.h  
m1\_driv\_mx.h  
m1\_driv\_pn.h  
m1\_dtad.h  
m1\_dtrain.h  
m1\_elecsys.h  
m1\_engine.h  
m1\_f\_regs.h  
m1\_failure.h  
m1\_firectl.h  
m1\_fuel\_df.h  
m1\_fuelsys.h  
m1\_gunn\_mx.h  
m1\_handles.h  
m1\_hydrsys.h

m1\_idc.h  
m1\_keybrd.h  
m1\_laser.h  
m1\_load\_mx.h  
m1\_main.h  
m1\_mem\_dfn.h  
m1\_meter.h  
m1\_mtr\_dfn.h  
m1\_pots.h  
m1\_pots\_df.h  
m1\_rep\_map.h  
m1\_repair.h  
m1\_resupp.h  
m1\_soun\_pn.h  
m1\_sound.h  
m1\_sound\_dfn.h  
m1\_status.h  
m1\_thermal.h  
m1\_tmrs.h  
m1\_tracks.h  
m1\_turr\_pn.h  
m1\_turret.h  
m1\_vision.h  
m1\_weapons.h  
m1\_wpn\_par.h  
om1\_vision.h

The following files are located in the directory /simnet/release/src/vehicle/kato/include/

kato\_ammo.h  
kato\_attatch.h  
kato\_cali\_df.h  
kato\_cig.h  
kato\_cntrl.h  
kato\_cntrlr.h  
kato\_cons.h  
kato\_ctl\_df.h  
kato\_ctl\_nls.h  
kato\_f\_regs.h  
kato\_gunmnt.h  
kato\_hard.h  
kato\_idc.h  
kato\_keybrd.h  
kato\_mem.h  
kato\_mem\_dfn.h  
kato\_meter.h  
kato\_mtr\_dfn.h  
kato\_network.h  
kato\_nlos.h  
kato\_periph.h  
kato\_pots.h  
kato\_pots\_df.h  
kato\_resupp.h  
kato\_rnd\_dfn.h

kato\_sb.h  
kato\_snd\_dfn.h  
kato\_soft.h  
kato\_softi.h  
kato\_softo.h  
kato\_soun\_pn.h  
kato\_sound.h  
kato\_state.h  
kato\_status.h  
kato\_tmrs.h  
kato\_varinit.h  
kato\_view.h  
kato\_vision.h  
okato\_mtr\_df.h  
old\_cntrlr.h

The following files are located in the directory /simnet/release/src/vehicle/kato/include/

m2\_alpha.h  
m2\_alpha\_df.h  
m2\_ammo.h  
m2\_ammo\_df.h  
m2\_bcs.h  
m2\_cali\_df.h  
m2\_cig.h  
m2\_cntrl.h  
m2\_cntrlr.h  
m2\_cons.h  
m2\_ctll\_df  
m2\_cupola.h  
m2\_driv\_mx.h  
m2\_driv\_pn.h  
m2\_dtrain.h  
m2\_elecsys.h  
m2\_engfail.h  
m2\_engine.h  
m2\_f\_regs.h  
m2\_failure.h  
m2\_firectl.h  
m2\_fuel\_df.h  
m2\_fuelsys.h  
m2\_gages.h  
m2\_handles.h  
m2\_idc.h  
m2\_isu.h  
m2\_keybrd.h  
m2\_launcher.h  
m2\_main.h  
m2\_mem\_dfn.h  
m2\_meter.h  
m2\_mtr\_df.h  
m2\_odom.h  
m2\_pots.h  
m2\_pots\_df.h

m2\_pttrain.h  
m2\_ramp.h  
m2\_rep\_map.h  
m2\_repair.h  
m2\_resupp.h  
m2\_slope.h  
m2\_soun\_pn.h  
m2\_sound.h  
m2\_sound\_dfn.h  
m2\_status.h  
m2\_tmrs.h  
m2\_trans.h  
m2\_turr\_def.h  
m2\_turr\_mx.h  
m2\_turr\_pn.h  
m2\_turret.h  
m2\_vision.h  
m2\_weapons.h  
m2\_wpn\_par.h

**APPENDIX B: USER DEFINED TYPES**

The following is a list of globally accessible user defined types and the files in which they are defined.

<u>User Defined Type</u>	<u>Where Typedef Defined</u>
*FUNC_PTR	sim_style.h
*PFV	sim_types.h
*POINTER	sim_style.h
*STRING	mass_std.h
ActivateReason	p_sim.h
ActivateRequestVariant	p_sim.h
ActivateResponseVariant	p_sim.h
ActivateResult	p_sim.h
address_entry	pnl_tst_dfn.h
AirframeSubsystems	status.h
AirVehicleSubsystems	status.h
Angle	basic.h
AssociationDataUnit	p_assoc.h
AssociationPDU	p_assoc.h
AssociationPDUKind	p_assoc.h
AssociationProtocolVersion	p_assoc.h
AssociationUserProtocol	p_assoc.h
AttachedVariant	p_stlth.h
AttachVariant	p_stlth.h
B1BBOX2D	dgi_stdg.h
B1BBOX3D	dgi_stdg.h
B1HSL	dgi_stdg.h
B1HSLO	dgi_stdg.h
B1MTX4X3	dgi_stdg.h
B1MTX4X4	dgi_stdg.h
B1P2D	dgi_stdg.h
B1P3D	dgi_stdg.h
B1P4D	dgi_stdg.h
B1RGB	dgi_stdg.h
B1RGBO	dgi_stdg.h
B_LEVEL_TYPE	libpfile_dfn.h
BattleScheme	basic.h
bbd_device	bbddev.h
BOOLEAN	sim_types.h
Boolean	basic.h
BOUND_BOX	libfilter.h
BOUND_INFO	libfilter.h
BreachedLaneStatusVariant	p_data.h
BreachedLaneVariant	p_sim.h
BridgePacket	bridge_com.h
BridgePacketHeader	bridge_com.h
BurstDescriptor	basic.h
BVOL_SUPT	if_targets.h
BYTE	sim_types.h
Byte	types.h
CharacterSetType	basic.h



ChassisSubsystems	status.h
cif_cb	libcif.h
cif_connection_table	libcif.h
cif_vec	libcif.h
CockpitSubsystems	status.h
CollisionVariant	p_sim.h
ComponentStatus	p_mgmt.h
CONTROL_IDENTIFIER	libpfile_dfn.h
DamageCause	p_data.h
DamageType	basic.h
data_arg	enparg.h
DataCollectionPDU	p_data.h
DataCollectionPDUKind	p_data.h
DataCollectionProtocolVersion	p_data.h
DeactivateReason	p_sim.h
DeactivateRequestVariant	p_sim.h
DeactivateResponseVariant	p_sim.h
DeactivateResult	p_sim.h
DED_MAP_ENTRY	libmap_dfn.h
device	drdev.h
DiscrepancyThresholds	libapp.h
E_PARAM	sim_types.h
EDGE_TYPE	libpfile_dfn.h
EffectType	p_data.h
ElectronicSubsystems	status.h
elevationRequestPDUKind	p_terra.h
ElevationRequestVariant	p_terra.h
elevationResponsePDUKind	p_terra.h
ElevationResponseVariant	p_terra.h
enp_registers	enparg.h
EquipStatusVariant	p_mgmt.h
ErrorReportSeverity	p_mgmt.h
ErrorReportVariant	p_mgmt.h
EventFlagVariant	p_data.h
EventID	basic.h
exec_req	sersvr.h
ExerciseID	basic.h
ExerciseStatusVariant	p_data.h
ExtNetworkBuffer	network.h
FIFO	fifo_dfn.h
FireResult	p_sim.h
FireType	p_sim.h
FireVariant	p_sim.h
ForceID	basic.h
FOV	if_header_struct.h
FOV	sim_cig_if.h
G_EDGE_TYPE	libpfile_dfn.h
GenericVehicleStatus	status.h
getstat_arg	enparg.h
gettime_arg	enparg.h
GridZone	emap.h
GroundVehicleSubsystems	status.h
HASH_ENTRY	va_dec.h Vehicles CSCI SDD
HASH_TABLE	va_dec.h Vehicles CSCI SDD

HOST_INFO	libfilter.h
HWORD	mass_std.h
I2BBOX2D	dgi_std.h
I2BBOX3D	dgi_std.h
I2HSL	dgi_std.h
I2HSLO	dgi_std.h
I2MTX4X3	dgi_std.h
I2MTX4X4	dgi_std.h
I2P2D	dgi_std.h
I2P3D	dgi_std.h
I2P4D	dgi_std.h
I2RGB	dgi_std.h
I2RGBO	dgi_std.h
I4BBOX2D	dgi_std.h
I4BBOX3D	dgi_std.h
I4HSL	dgi_std.h
I4HSLO	dgi_std.h
I4MTX4X3	dgi_std.h
I4MTX4X4	dgi_std.h
I4P2D	dgi_std.h
I4P3D	dgi_std.h
I4P4D	dgi_std.h
I4RGB	dgi_std.h
I4RGBO	dgi_std.h
IDC_ENTRY	idc_dfn.h
ImpactVariant	p_sim.h
IndirectFireDetonation	p_sim.h
IndirectFireVariant	p_sim.h
INT_2	mass_std.h
INT_4	mass_std.h
key_t	sys/types.h
LaserRangeFinder	p_data.h
LaserRangeResult	p_data.h
LaserRangeVariant	p_data.h
LIGHT_TYPE	libpfile_dfn.h
liopb	serioctl.h
LoggerActivity	p_logger.h
LoggerAvailReplyVariant	p_logger.h
LoggerClockTickVariant	p_logger.h
LoggerCommandVariant	p_logger.h
LoggerInformationVariant	p_logger.h
LoggerMedium	p_logger.h
LoggerOperation	p_logger.h
LoggerPDU	p_logger.h
LoggerPDUKind	p_logger.h
LoggerProtocolVersion	p_logger.h
LoggerRTCType	p_logger.h
LoggerSeekRTC	p_logger.h
LoggerSpeedRTC	p_logger.h
LoggerStartRTC	p_logger.h
LoggerState	p_logger.h
LoggerStatusReplyVariant	p_logger.h
LoggerTime	p_logger.h
LongPt	longpt.h

low_stuff	enparg.h
LT_BVOC_ENTRY	sim_cig_if.h
LT_POLY_ENTRY	sim_cig_if.h
M_LEVEL_TYPE	libpfile_dfn.h
ManagementPDU	p_data.h
ManagementPDUKind	p_mgmt.h
ManagementProtocolVersion	p_mgmt.h
MapCoordinates	map.h
MarkerDescriptor	p_sim.h
MarkerVariant	p_sim.h
MarkerVariantNumber	p_sim.h
matrix_device	matrixdev.h
maxElevations	p_terra.h
maxGenericVehicleStores	status.h
mca_arg	enparg.h
MetamorphoseVariant	p_stlth.h
METER_TYPE	libpfile_dfn.h
MimicVariant	p_stlth.h
MineDescriptor	p_data.h
MinefieldVariant	p_data.h
Monitor_PDU	p_mon.h
Monitor_PDUKind	p_mon.h
MonitorKind	p_mon.h
MonitorResponseVariant	p_mon.h
MotiveSubsystems	status.h
MSG-BLK	if_cig_ctl.h
MSG_1ROTATION	sim_cig_if.h
MSG_2D_SETUP	if_init.h
MSG_2D_SETUP	sim_cig_if.h
MSG_3ROTATIONS	sim_cig_if.h
MSG_ADD_TRAJ_TABLE	sim_cig_if.h
MSG_AGL	if_cig2sim.h
MSG_AGL	sim_cig_if.h
MSG_AGL_SETUP	sim_cig_if.h
MSG_AIRVEH_STATE	sim_cig_if.h
MSG_AMMO_DEFINE	sim_cig_if.h
MSG_ASID_OTHERVEH_STATE	sim_cig_if.h
MSG_ASID_SHOW_EFFECT	sim_cig_if.h
MSG_ASID_STATICVEH_STATE	sim_cig_if.h
MSG_CANCEL_ROUND	sim_cig_if.h
MSG_CGN_CONFIGTREE	sim_cig_if.h
MSG_CIG_CTL	if_cig_ctl.h
MSG_CIG_CTL	sim_cig_if.h
MSG_COLLISION	if_cig2sim.h
MSG_CREATE_CONFIG_NODE	sim_cig_if.h
MSG_CREATE_CONFIGNODE	if_init.h
MSG_DELETE_TRAJ_TABLE	sim_cig_if.h
MSG_DRAW_PRT_SIZE	if_cig_ctl.h
MSG_DRAW_PRT_SIZE	sim_cig_if.h
MSG_END	if_cig_ctl.h
MSG_EC	if_phase_out.h
MSG_FILE_DESCRIPTOR	if_tst_ctl.h
MSG_FILE_DESCRIPTOR	sim_cig_if.h
MSG_FILE STATUS	if_tst_ctl.h

MSG_FILE_STATUS	sim_cig_if.h
MSG_FILE_XFER	if_tst_ctl.h
MSG_FILE_XFER	sim_cig_if.h
MSG_GEN_CONFIGTREE	if_init.h
MSG_GENVEH_STATE	if_phase_out.h
MSG_GENVEH_STATE	sim_cig_if.h
MSG_GO	sim_cig_if.h
MSG_GUN_OVERLAY	sim_cig_if.h
MSG_HDR	if_cig_ctl.h
MSG_HDR	sim_cig_if.h
MSG_HIT	if_cig2sim.h
MSG_HIT	sim_cig_if.h
MSG_HIT_RETURN	sim_cig_if.h
MSG_HPRXYZS_MATRIX	sim_cig_if.h
MSG_LASER_RETURN	if_cig2sim.h
MSG_LASER_RETURN	sim_cig_if.h
MSG_LOCAL_TERRAIN	if_cig2sim.h
MSG_LOCAL_TERRAIN	sim_cig_if.h
MSG_LT_PIECE	sim_cig_if.h
MSG_M1VEH_STATE	if_phase_out.h
MSG_M1VEH_STATE	sim_cig_if.h
MSG_M2_VEH_STATE	if_phase_out.h
MSG_M2VEH_STATE	sim_cig_if.h
MSG_MISS	sim_cig_if.h
MSG_OBSCURE	sim_cig_if.h
MSG_OTHERVEH_STATE	sim_cig_if.h
MSG_OVERLAY_SETUP	if_init.h
MSG_OVERLAY_SETUP	sim_cig_if.h
MSG_PASS_BACK	if_cig2sim.h
MSG_PASS_BACK	sim_cig_if.h
MSG_PASS_ON	sim_cig_if.h
MSG_PROCESS_ROUND	sim_cig_if.h
MSG_REQUEST_LASER_RANGE	sim_cig_if.h
MSG_RETURN_POINT_INFO	if_cig2sim.h
MSG_ROT_2x1_MATRIX	sim_cig_if.h
MSG_ROUND_FIRED	sim_cig_if.h
MSG_RTN_LT	if_tst_ctl.h
MSG_RTN_LT	sim_cig_if.h
MSG_RTS4x3_MATRIX	sim_cig_if.h
MSG_SCALE	sim_cig_if.h
MSG_SHOW_EFFECT	sim_cig_if.h
MSG_STATICVEH_REM	sim_cig_if.h
MSG_STATICVEH_STATE	sim_cig_if.h
MSG_SYS_ERROR	if_cig_ctl.h
MSG_SYS_ERROR	sim_cig_if.h
MSG_TARGET_ENVIROMENT	if_cig2sim.h
MSG_TERRAIN_FEEDBACK	if_cig2sim.h
MSG_TERRAIN_FEEDBACK_POINT_INIT	if_init.h
MSG_TERRAIN_FEEDBACK_SETUP	if_init.h
MSG_TEST_NAME	if_tst_ctl.h
MSG_TEST_NAME	sim_cig_if.h
MSG_TF_HDR	if_cig2sim.h
MSG_TF_PT	if_cig2sim.h
MSG_TRAJ_CHORD	sim_cig_if.h

MSG_TRAJ_ENTRY	sim_cig_if.h
MSG_TRAJ_ENTRY_XFER	if_init.h
MSG_TRAJ_ENTRY_XFER	sim_cig_if.h
MSG_TRAJ_TABLE_XFER	if_init.h
MSG_TRAJ_TABLE_XFER	sim_cig_if.h
MSG_TRANSLATION	sim_cig_if.h
MSG_VIEW_FLAGS	sim_cig_if.h
MSG_VIEW_MAGNIFICATION	sim_cig_if.h
MSG_VIEW_MODE	sim_cig_if.h
MSG_VIEWPORT_STATE	if_init.h
MSG_VIEWPORT_STATE	sim_cig_if.h
MSG5_BLK	sim_cig_if.h
MTXUNION	if_header_struct.h
MTXUNION	sim_cig_if.h
MulticastGroupID	p_assoc.h
MunitionQuantity	basic.h
NetworkAddress	network.h
NetworkBuffer	network.h
NetworkHeader	network.h
NetworkHeader8023	network.h
NetworkPacket	network.h
ObjectType	basic.h
ObjectID	basic.h
ObjectType	p_sim.h
OrganizationalUnit	basic.h
OrganizationType	basic.h
OWN_COLLISIONS	if_targets.h
PARSE_DATA	parser.h (for libparser)
PARSE_TABLE	parser.h (for libparser)
PFI	sim_types.h
PointToPointPDU	p_p2p.h
PointToPointProtocolVersion	p_p2p.h
POT_TYPE	libpfile_dfn.h
PowerSubsystems	status.h
psndr	sersvr.h
qcontrol	ser.h
QueueElement	network.h
R4BBOX2D	dgi_stdg.h
R4BBOX3D	dgi_stdg.h
R4HSL	dgi_stdg.h
R4HSLO	dgi_stdg.h
R4MTX4X4	dgi_stdg.h
R4P2D	dgi_stdg.h
R4P3D	dgi_stdg.h
R4P4D	dgi_stdg.h
R4RGB	dgi_stdg.h
R4RGBO	dgi_stdg.h
R8BBOX2D	dgi_stdg.h
R8BBOX3D	dgi_stdg.h
R8HSL	dgi_stdg.h
R8HSLO	dgi_stdg.h
R8MTX4X3	dgi_stdg.h
R8MTX4X4	dgi_stdg.h
R8P2D	dgi_stdg.h

R8P3D	dgi_stdg.h
R8P4D	dgi_stdg.h
R8RGB	dgi_stdg.h
R8RGBO	dgi_stdg.h
RadarDutyCycle	p_sim.h
RadarMode	p_sim.h
RadiateVariant	p_sim.h
REAL	sim_types.h
REAL_4	mass_stdcd.h
REAL_8	mass_stdcd.h
REMOTE_OBJECT_CLASS	libfilter.h
RemoteCommandVariant	p_mon.h
RepairCause	p_data.h
RepairRequestVariant	p_sim.h
RepairResponseVariant	p_sim.h
RepairResult	p_sim.h
RepairType	basic.h
reset_req	sersvr.h
RESOLUTION	if_header_struct.h
RESOLUTION	sim_cig_if.h
ResupplyCancelVariant	p_sim.h
ResupplyVariant	p_sim.h
ReturnSwitch	p_data.h
RingElement	network.h
ROT2x1_MTX	if_header_struct.h
ROT2x1_MTX	sim_cig_if.h
ROT_MATRIX	sim_types.h
RTS3x3_MTX	if_header_struct.h
RTS3x3_MTX	sim_cig_if.h
RTS4x3_MTX	if_header_struct.h
RTS4x3_MTX	sim_cig_if.h
RVA_ENTRY	librva.h
S_BUFFER	Section 2.1.2.2.2.117 Vehicles CSCI SDD
serdev	sersvr.h
sersvr_req	sersvr.h
settime_arg	enparg.h
ShellAckVariant	p_mon.h
ShellOpenVariant	p_mon.h
ShellStatus	p_mon.h
ShellStatusVariant	p_mon.h
ShellTextVariant	p_mon.h
ShowEffectVariant	p_data.h
SignalFrequency	p_sim.h
SignalPower	p_sim.h
SIMNET_M1_Status	stat_m1.h
SIMNET_M2_Status	stat_m2.h
SIMNET_MCC_Status	p_data.h
SIMNET_Sim_Status	p_mgmt.h
simnetFAADStatus	status.h
simnetM1Status	status.h
simnetM2Status	status.h
SimulationAddress	address.h
SimulationPDU	p_sim.h
SimulationPDUKind	p_sim.h

SimulationProtocolVersion	p_sim.h
SimulationStatusVariant	p_data.h
SimulatorType	basic.h
SiteID	address.h
SkyColor	basic.h
SOUND_ELEMENT	sound_dfn.h
SP_ActivateReason	p_sim.h
SP_ActivateRequestVariant	p_sim.h
SP_ActivateResponseVariant	p_sim.h
SP_ActivateResult	p_sim.h
SP_AirframeSubsystems	status.h
SP_AirVehicleSubsystems	status.h
SP_AssociationDataUnit	p_assoc.h
SP_AssociationPDU	p_assoc.h
SP_AssociationPDUKind	p_assoc.h
SP_AssociationProtocolVersion	p_assoc.h
SP_AssociationUserProtocol	p_assoc.h
SP_AttachedVariant	p_stlth.h
SP_AttachVariant	p_stlth.h
SP_BreachedLaneStatusVariant	p_data.h
SP_BreachedLaneVariant	p_sim.h
SP_ChassisSubsystems	status.h
SP_CockpitSubsystems	status.h
SP_CollisionVariant	p_sim.h
SP_ComponentStatus	p_mgmt.h
SP_DamageCause	p_data.h
SP_DataCollectionPDU	p_data.h
SP_DataCollectionPDUKind	p_data.h
SP_DataCollectionProtocolVersion	p_data.h
SP_DeactivateReason	p_sim.h
SP_DeactivateRequestVariant	p_sim.h
SP_DeactivateResponseVariant	p_sim.h
SP_DeactivateResult	p_sim.h
SP_EffectType	p_data.h
SP_ElectronicSubsystems	status.h
SP_elevationRequestPDUKind	p_terra.h
SP_ElevationRequestVariant	p_terra.h
SP_elevationResponsePDUKind	p_terra.h
SP_ElevationResponseVariant	p_terra.h
SP_EquipStatusVariant	p_mgmt.h
SP_ErrorReportSeverity	p_mgmt.h
SP_ErrorReportVariant	p_mgmt.h
SP_EventFlagVariant	p_data.h
SP_ExerciseStatusVariant	p_data.h
SP_FireResult	p_sim.h
SP_FireType	p_sim.h
SP_FireVariant	p_sim.h
SP_GenericVehicleStatus	status.h
SP_GroundVehicleSubsystems	status.h
SP_ImpactVariant	p_sim.h
SP_IndirectFireDetonation	p_sim.h
SP_IndirectFireVariant	p_sim.h
SP_LaserRangeFinder	p_data.h
SP_LaserRangeResult	p_data.h

SP_LaserRangeVariant	p_data.h
SP_LoggerActivity	p_logger.h
SP_LoggerAvailReplyVariant	p_logger.h
SP_LoggerClockTickVariant	p_logger.h
SP_LoggerCommandVariant	p_logger.h
SP_LoggerInformationVariant	p_logger.h
SP_LoggerMedium	p_logger.h
SP_LoggerOperation	p_logger.h
SP_LoggerPDU	p_logger.h
SP_LoggerPDUKind	p_logger.h
SP_LoggerProtocolVersion	p_logger.h
SP_LoggerRTCType	p_logger.h
SP_LoggerSeekRTC	p_logger.h
SP_LoggerSpeedRTC	p_logger.h
SP_LoggerStartRTC	p_logger.h
SP_LoggerState	p_logger.h
SP_LoggerStatusReplyVariant	p_logger.h
SP_LoggerTime	p_logger.h
SP_ManagementPDU	p_data.h
SP_ManagementPDUKind	p_mgmt.h
SP_ManagementProtocolVersion	p_mgmt.h
SP_MarkerDescriptor	p_sim.h
SP_MarkerVariant	p_sim.h
SP_MarkerVariantNumber	p_sim.h
SP_maxElevations	p_terra.h
SP_maxGenericVehicleStores	status.h
SP_MetamorphoseVariant	p_stlth.h
SP_MimicVariant	p_stlth.h
SP_MineDescriptor	p_data.h
SP_MinefieldVariant	p_data.h
SP_Monitor_PDU	p_mon.h
SP_Monitor_PDUKind	p_mon.h
SP_MonitorKind	p_mon.h
SP_MonitorResponseVariant	p_mon.h
SP_MotiveSubsystems	status.h
SP_MulticastGroupID	p_assoc.h
SP_PointToPointPDU	p_p2p.h
SP_PointToPointProtocolVersion	p_p2p.h
SP_PowerSubsystems	status.h
SP_RadarDutyCycle	p_sim.h
SP_RadarMode	p_sim.h
SP_RadiateVariant	p_sim.h
SP_RemoteCommandVariant	p_mon.h
SP_RepairCause	p_data.h
SP_RepairRequestVariant	p_sim.h
SP_RepairResponseVariant	p_sim.h
SP_RepairResult	p_sim.h
SP_ResupplyCancelVariant	p_sim.h
SP_ResupplyVariant	p_sim.h
SP_ReturnSwitch	p_data.h
SP_ShellAckVariant	p_mon.h
SP_ShellOpenVariant	p_mon.h
SP_ShellStatus	p_mon.h
SP_ShellStatusVariant	p_mon.h



SP_ShellTextVariant	p_mon.h
SP_ShowEffectVariant	p_data.h
SP_SignalFrequency	p_sim.h
SP_SignalPower	p_sim.h
SP_SIMNET_M1_Status	stat_m1.h
SP_SIMNET_M2_Status	stat_m2.h
SP_SIMNET_MCC_Status	p_data.h
SP_SIMNET_Sim_Status	p_mgmt.h
SP_simnetFAADStatus	status.h
SP_simnetM1Status	status.h
SP_simnetM2Status	status.h
SP_SimulationAddress	address.h
SP_SimulationPDU	p_sim.h
SP_SimulationPDUKind	p_sim.h
SP_SimulationProtocolVersion	p_sim.h
SP_SimulationStatusVariant	p_data.h
SP_SiteID	address.h
SP_SpecificStatusCategory	status.h
SP_StatusChangeEffect	p_data.h
SP_StatusChangeVariant	p_data.h
SP_StatusQueryVariant	p_data.h
SP_StatusResponseVariant	p_data.h
SP_StatusResult	p_data.h
SP_StealthAppearanceVariant	p_stlth.h
SP_StealthErrorVariant	p_stlth.h
SP_StealthPDU	p_stlth.h
SP_StealthVisibilityVariant	p_stlth.h
SP_subsystemExists	status.h
SP_SubsystemsCategory	status.h
SP_subsystemStatus	status.h
SP_TeleportVariant	p_stlth.h
SP_TerrainPDU	p_terra.h
SP_TerrainPDUKind	p_terra.h
SP_TerrainProtocolVersion	p_terra.h
SP_terrainProtocolVersionCurrent	p_terra.h
SP_terrainProtocolVersionJan90	p_terra.h
SP_TransactionIdentifier	p_assoc.h
SP_TurretSubsystems	status.h
SP_UnitRelation	p_data.h
SP_VehicleAppearanceVariant	p_sim.h
SP_vehiclesDynamics	p_stlth.h
SP_VehicleSpecificStatus	status.h
SP_VehicleStatus	status.h
SP_VehicleStatusVariant	p_data.h
SP_VehicleSubsystems	status.h
SP_WeaponSubsystems	status.h
SpecificStatusCategory	status.h
startnp_arg	enparg.h
STATUS_TYPE	libpfile_dfn.h
StatusChangeEffect	p_data.h
StatusChangeVariant	p_data.h
StatusQueryVariant	p_data.h
StatusResponseVariant	p_data.h
StatusResult	p_data.h

StealthAppearanceVariant	p_stlth.h
StealthErrorVariant	p_stlth.h
StealthPDU	p_stlth.h
StealthVisibilityVariant	p_stlth.h
subsystemExists	status.h
SubsystemsCategory	status.h
subsystemStatus	status.h
T_MAT_PTR	sim_types.h
T_MATRIX	sim_types.h
TableControl	table.h
TableEnt	table.h
TARGET_SUPPORTS	if_targets.h
TargetDescriptor	basic.h
TargetType	basic.h
TDB_INFO	tdb.h
TDB_POINT	tdb.h
TDB_STATUS	tdb.h
TDB_THING	tdb.h
TeleportVariant	p_stlth.h
templet_arg	enparg.h
termio	termio.h
TerrainDatabaseID	basic.h
TerrainMap	map.h
TerrainPDU	p_terra.h
TerrainPDUKind	p_terra.h
TerrainProtocolVersion	p_terra.h
terrainProtocolVersionCurrent	p_terra.h
terrainProtocolVersionJan90	p_terra.h
TF1	if_header_struct.h
TF1	sim_cig_if.h
TF2	if_header_struct.h
TF2	sim_cig_if.h
TF_TYPE	if_header_struct.h
Time	basic.h
TIMER	timers_dfn.h
TransactionIdentifier	p_assoc.h
TurretSubsystems	status.h
type_arg	enparg.h
UnitIdentifier	basic.h
UnitRelation	p_data.h
UnitType	basic.h
VECTOR	sim_types.h
VEH_LIMITS	libfilter.h
VehicleAppearance	libapp.h
VehicleAppearanceVariant	p_sim.h
Vehicleaspsibilities	basic.h
VehicleCapabilities	basic.h
VehicleClass	basic.h
VehicleComponent	basic.h
VehicleCoordinates	basic.h
VehicleGuises	basic.h
VehicleID	basic.h
VehicleIDStatus	veh_table.h
VehicleMarking	basic.h

vehiclesDynamics	p_stlth.h
VehicleSpecificStatus	status.h
VehicleStatus	status.h
VehicleStatusVariant	p_data.h
VehicleSubsystems	status.h
VelocityVector	basic.h
version_arg	enparg.h
VNS_1	mass_stdh.h
VNS_2	mass_stdh.h
VNS_4	mass_stdh.h
WeaponSubsystems	status.h
WORD	mass_stdh.h
WorldCoordinates	basic.h
write_req	sersvr.h
XYCoordinates	basic.h
XYZHPR	if_header_struct.h

**APPENDIX C:     MACROS**

The following is a list of globally accessible macros and the files in which they are defined.

<b><u>Macro</u></b>	<b><u>Filename</u></b>
abs	abs.h
abs	sim_macros.h
ASSOC_ADDRESS_EQUAL	assoc.h
between	sim_macros.h
bound	sim_macros.h
BSWAP	libcif.h
BYTE_COUNT	gbuffer.h
CALL	parser.h (for libparser)
CALL1	parser.h (for libparser)
circle_to_mil	trig.h
cntrl	sim_macros.h
CONSTANT	parser.h (for libparser)
CONSTANT_TABLE	parser.h (for libparser)
cube	powers.h
cube	sim_macros.h
DEFINE_TABLE	parser.h (for libparser)
deg_to_mil	sim_macros.h
deg_to_mil	sim_macros.h
deg_to_rad	sim_macros.h
deg_to_rad	sim_macros.h
deg_to_rad	trig.h
DO_KEYWORD_TABLE	parser.h (for libparser)
DOT	gbuffer.h
dtad_device	dtad.h
Dtad_error	dtad.h
Dtad_pull	dtad.h
Dtad_read	dtad.h
Dtad_start	dtad.h
END_FRAGMENT	bbd.h
END_FRAGMENT_MAX	bbd.h
END_OF_DMA_BUFFER	gbuffer.h
eq	sim_macros.h
eq(x,y,z)	tolerance.h
F_REFLECT	compat.h
FIELD	parser.h (for libparser)
FIELD_TABLE	parser.h (for libparser)
FIFO_EMPTY	fifo_dfn.h
FIFO_FULL	fifo_dfn.h
FOREVER	sim_macros.h
frame_delay_of_sound	sim_macros.h
GET_CONTROL(p)	network.h
GET_DATA_PTR(p)	network.h
GET_DSAP(p)	network.h
GET_ETHER_TYPE(p)	network.h
GET_PROTOID(p)	network.h
GET_SSAP(p)	network.h

GETCONSTANT	parser.h (for libparser)
GETDECIMAL	parser.h (for libparser)
GETFIELDS	parser.h (for libparser)
GETOCTAL	parser.h (for libparser)
GETSTRING	parser.h (for libparser)
GETWORD	ser.h
HELP_PRINT1	sim_macros.h
HELP_PRINT2	sim_macros.h
HEX2	sim_macros.h
HEX3	sim_macros.h
HIWORD	libcif.h
ischar	sim_style.h
iseven	sim_style.h
ishex	sim_style.h
isnum	sim_style.h
isodd	sim_style.h
isprntbl	sim_style.h
iswhite	sim_style.h
KEYWORD	parser.h (for libparser)
KEYWORD_SELECT	parser.h (for libparser)
L_REFLECT	compat.h
L_SWAP	compat.h
LGETHEX	parser.h (for libparser)
LOWORD	libcif.h
mag2	sim_macros.h
mag3	sim_macros.h
max	sim_macros.h
MGMT_HEADER_SIZE	p_size.h
mil_to_circle	trig.h
mil_to_deg	sim_macros.h
mil_to_deg	sim_macros.h
mil_to_rad	sim_macros.h
mil_to_rad	sim_macros.h
mil_to_rad	trig.h
min	sim_macros.h
N-GETPTR	itab.h
N_BUFPTR	itab.h
N_BUFSIZ	itab.h
N_ISLOCKED	itab.h
N_ISNEW	itab.h
N_LOCK	itab.h
N_NUMENTRIES	itab.h
N_SETNEW	itab.h
N_SETOLD	itab.h
N_SETPTR	itab.h
N_UNLOCK	itab.h
NEXT_IN	fifo_dfn.h
NEXT_OUT	fifo_dfn.h
p_arg()	parser.h (for libparser)
PACKET_LENGTH	gbuffer.h
PAGE_ALIGN	enparg.h
PARSI_FUNCTION	parser.h (for libparser)
PARSI_KEYWORD	parser.h (for libparser)
parser_init	see 2.5.2.1.1 in Sim Host CSCI SDD

parser_init	sec 2.5.2.1.1 in Sim Host CSCI SDD
parser_restore_term	sec 2.5.2.1.2 in Sim Host CSCI SDD
parser_restore_term	sec 2.5.2.1.2 in Sim Host CSCI SDD
PATCH_INDEX	tdb.h
PORE	parser.h (for libparser)
PORE_B	parser.h (for libparser)
PORE_L	parser.h (for libparser)
PORE_W	parser.h (for libparser)
potval	sim_macros.h
pr	serioctl.h
PRINT	parser.h (for libparser)
PRINT1	parser.h (for libparser)
PRINT_VID_ERROR	rva_lcc.h Vehicles CSCI SDD
PRINTFIELDS	parser.h (for libparser)
PRO_ASSOC_DATAGRAM_SIZE	p_size.h
PRO_ASSOC_PADDING_HDR_SIZE	p_size.h
PRO_ASSOC_PADDING_SIZE	p_size.h
PRO_ASSOC_REQUEST_HDR_SIZE	p_size.h
PRO_ASSOC_REQUEST_SIZE	p_size.h
PRO_ASSOC_RESPONSE_SIZE	p_size.h
PRO_DATA_EXERCISE_STATUS_SIZE	p_size.h
PRO_DATA_SIMULATION_STATUS_SIZE	p_size.h
PRO_DATA_STATUS_CHANGE_SIZE	p_size.h
PRO_DATA_VEHICLE_STATUS_SIZE	p_size.h
PRO_SIM_ACTIVATE_REQUEST	p_size.h
PRO_SIM_APPEARANCE_SIZE	p_size.h
PRO_SIM_DEACTIVATE_REQUEST	p_size.h
PRO_SIM_FIRE_SIZE	p_size.h
PRO_SIM_IND_FIRE_SIZE	p_size.h
PRO_SIM_MARKER_SIZE	p_size.h
PRO_SIM_REPAIR_REQUEST_SIZE	p_size.h
PRO_SIM_RESUPPLY_CANCEL_SIZE	p_size.h
PRO_SIM_RESUPPLY_OFFER_SIZE	p_size.h
PUTARG	parser.h (for libparser)
qnum_to_chnum	ser.h
rad_to_deg	sim_macros.h
rad_to_deg	sim_macros.h
rad_to_deg	trig.h
rad_to_mil	sim_macros.h
rad_to_mil	sim_macros.h
rad_to_mil	trig.h
radians_to_simnet_angle	libapp.h
readq	ser.h
REPORT_ERROR	gbuffer.h
Ringsize_in_chars(size)	network.h
roll_dice	sim_macros.h
SET_CONTROL(p,x)	network.h
SET_DSAP(p,x)	network.h
SET_ETHER_TYPE(p,x)	network.h
SET_PROTOID(p,x)	network.h
SET_SSAP(p,x)	network.h
shift_args	cigutil.h
sign	sim_macros.h
SIM_ADDRESS_EQUAL	sim_macros.h

SIM\_ADDRESSES\_EQUAL  
simnet\_angle\_to\_radians  
SINES\_GET\_COS  
SINES\_GET\_SIN  
SINES\_SHIFT\_INDEX  
square  
square  
START\_FRAGMENT  
step  
step(x,y,z)  
vec\_mag2  
vec\_mag3  
VEHICLE\_IDS\_EQUAL  
VEHICLE\_IDS\_EQUAL  
W\_SWAP  
writeq  
xor

sim\_macros.h  
libapp.h  
sines.h  
sines.h  
sines.h  
powers.h  
sim\_macros.h  
bbd.h  
sim\_macros.h  
tolerance.h  
sim\_macros.h  
sim\_macros.h  
sim\_macros.h  
sim\_macros.h  
compat.h  
ser.h  
sim\_macros.h

**APPENDIX D: GLOSSARY OF TERMS AND ABBREVIATIONS**

2-D	Two-dimensional.
AAM	Active area memory. Memory that contains the currently viewable database and models. AAM contains 256 terrain load modules (16 rows by 16 columns). This provides a 3500-meter viewing range, plus a 500-meter buffer, in each direction. If load module blocking is enabled, AAM is effectively quadrupled.
AGL	Above ground level. If AGL processing is enabled (via the MSG_AGL_SETUP message), the simulated vehicle's altitude above ground level is calculated and returned to the Simulation Host every frame.
ASID	Application-specific identification data. ASIDs are used to add unique data (e.g., bumper numbers, smoke plume, dust cloud, etc.) to a model.
aspect ratio	The ratio of the sides (width:height) of the viewport. This is assumed to be 1.
BVME	A VME board that interfaces with the Butterfly computer.
bvol	Bounding volume. The volume of the bounding box that is used to completely enclose an object in the simulation environment.
centroid	The theoretical "center" of an object, around which the object is rotated. The centroid's coordinates are the averages of the corresponding coordinates of a given set and, for a given planar or three-dimensional figure (such as a triangle or sphere), correspond to the center of mass of a thin plate of uniform thickness and consistency or a body of uniform consistency having the same boundary.
channel	A connection to a viewport. One channel may have multiple graphics paths.
CIG	Computer Image Generation System. The process of generating a 3-D, perspective accurate scene via a computer.
clipping	Removing back-facing polygons or parts of polygons that lie partially outside the viewing pyramid.
conditional node	A node in the configuration tree that causes a branch into one of two traversal paths based on some runtime condition.
configuration tree	A structure that defines the relationship between each physical component of the simulation vehicle and the location of the viewports.
COTS	Commercial Off The Shelf.



data message	Smallest data component of a packet buffer.
data message header	A message that describes the contents of a data message.
DED	Dynamic Elements Database.
double-buffer memory	Memory that contains the dynamic models built by the real-time software and processed by the hardware. Dual buffering allows for one buffer to be used by the hardware while the other is being updated by the software. The buffer used for each purpose switches each frame, so the hardware is always using the buffer updated by the software during the previous frame.
downloading	The process of transferring data from the Simulation Host to the CIG.
DR11-W	A Digital Equipment Corp. standard interface that enables the Simulation Host and the CIG processor to communicate at a high transmission rate.
DTP	Data Traversal Processor.
ESIFA	Enhanced Subsystem Interface Adapter. The subsystem card that <<>>.
dynamic vehicle	A vehicle whose position and orientation is redefined in every frame sent by the Simulation Host.
false child	The configuration tree node branched to from a conditional node if the runtime conditions is false.
fov	Field of view. The volume of space which encompasses all objects that are visible from a specific viewpoint and view angle.
frame	Information displayed on a video monitor for 33.3 milliseconds (at 30 Hz) or 66.6 milliseconds (at 15 Hz). <<60 Hz supported??>>
frame event	An interrupt signal given by the hardware.
frame rate	The rate at which a new image is created and displayed on the screen.
frame time	The amount of time each frame is displayed.
graphics path	A window on a viewport. The 120T has one graphics path per viewport. The 120TX may have two or four, depending on the resolution. Graphics path parameters are the viewport parameters that are used to load the hardware.
GSP	Graphics System Processor. The TMS34010 graphics processor on the MP board that generates and controls 2-D graphics.

graphics processor	First board in the graphics pipeline that processes 3-D data and converts it into 2-D screen space for the tiler, based on the input of graphics processor commands. Also called the poly processor.
heading	The direction the viewer is pointing.
hull transformation	Description of the position and orientation of the base of a vehicle.
Hz	Hertz; cycles per second.
load module	A unit of terrain in the terrain database, measuring 500 meters by 500 meters. Data is brought into active area memory in whole load modules only.
load module block	A structure containing four load modules (two rows by two columns, for a total size of 1000 meters by 1000 meters). Blocking load modules doubles the viewing range and quadruples the amount of terrain that can be loaded into active area memory.
lod	Level of detail. The selective reduction of model detail (polygon count) or texture map detail based on distance from the viewer.
lookup table	A table used to convert color-map addresses into the actual color values displayed.
matrix	A rectangular array of elements arranged in rows and columns.
matrix node	A node in the configuration tree that contains a transformation matrix. The matrices in each node in a traversal path are concatenated to generate the view of the world for the viewport represented by that path.
MCC	Management, Command, and Control. The computer on the simulation network that monitors and controls the entire simulation exercise.
model	Generally used to refer to models of arbitrary, three-dimensional objects such as buildings and vehicles.
model space	The coordinate system used to define and build a particular model. The vehicle's centroid is defined as location (0,0,0).
MPV	Micro Processor Video. The last board in the graphics pipeline in a 120TX system.
My_Vehicle	The simulation vehicle.
object	All simulated models: vehicles, hidden obstacles, etc.
overlay	A two-dimensional view that is displayed on a viewport on top of the three-dimensional view of the terrain.

packet buffer	Several data messages grouped together that describe one frame time.
pitch	The angle at which the viewer is looking up or down.
pixel	Picture element. The smallest addressable element on a video screen.
point lights	Light sources that can be defined from a specific location in xyz world space. This differs from directional lighting which is defined from a certain direction and originates at infinity.
Poly Processor	See graphics processor.
polygon	A closed, planar figure bounded by straight lines and consisting of three or four vertices.
real-time	The ability to respond rapidly, frequently, or both to an event or transaction. Also refers to the software that is used to run real-time operations.
roll	The angle which measures the amount of rotation along the viewing vector (tilt).
rotation	The process by which coordinates are rotated around a particular axis. Used to define the direction of the viewing window.
rotation matrix	A means of specifying orientation.
RCL	Runtime command library. A set of routines used to generate hardware commands for the DTP and the Poly Processor.
RTS	Rotation translation scale.
scaling	The process by which an object's coordinates are changed to effectively enlarge, reduce, or skew the object in a particular direction.
SIM	The Simulation Host computer. The computer that controls the simulated vehicle's behavior.
simulation	The process that involves a computerized model of specific, significant features of some physical or logical system or environment.
simulation vehicle	The vehicle represented by a simulated viewpoint. Also called simulated vehicle or My_Vehicle.
simulator	A simulation unit consisting of a Simulation Host, a CIG, one or more monitors, and the vehicle controls. Also called a Vehicle Simulator Unit.

static vehicle	A vehicle with no anticipated movement, tracked only when its status changes.
T&C	Timing and Control. Board that controls all CIG synchronization and timing.
terrain database	The database on the CIG that contains the polygons that describe the simulation terrain and all objects (houses, trees, etc.) in it.
translation	The process by which coordinates are "moved" from one location to another.
transformation	A combination of translations and rotations that convert the coordinates of a point in one coordinate system into coordinates in another coordinate system.
transformation matrix	A matrix used to describe the position and orientation of an object.
true child	The configuration tree node branched to from a conditional node if the runtime conditions is true.
vector	A straight line with a specific direction.
vertex	A point in space, the termination point of a line, or the intersection point of two or more lines.
viewpoint	The direction of view from the user's eye to the target or object being viewed.
viewport	A display screen connected to the CIG. Each viewport simulates the view of the world from a specific window of the simulated vehicle.
viewport parameters	The screen resolution, viewing range, near plane, field-of-view angles, level-of-detail multiplier, and aspect ratio (currently not used) of a viewport.
viewspace	The area that falls within the field of view of a viewport.
VME	Versa Module European. An industry-standard bus.
world space	The absolute coordinate system used to define the simulation area. A three-dimensional space fixed relative to the world. Location (0,0) is the southwest corner of the database.

## **APPENDIX E: FUNCTIONS AND CALLING FUNCTIONS BY DIRECTORY AND FILE**

The following pages contain a listing that provides, for each function, a list of all functions that call it. This listing applies to the Version 6.6.1 Release of the Vehicles software, covering system libraries, common libraries, vehicle libraries, M1, M2, and Stealth.

The organizational structure of the listing is that of a hierarchy. The functions are organized by the directories and files in which they reside. Each top level directory and subdirectory is signified by the word "DIRECTORY:" followed by its directory path. Each of the files is then listed under the lowest subdirectory in which it is contained, and is identified by the word "FILE:" followed by its filename. Each of the functions within each of these file is listed in a similar manner, signified by the word "FUNCTION:" followed by its function name, written as it is when it is called (i.e., with its parameters listed). Finally, for each function, a list of the functions by which it is called, as well as the files where they can be found, is provided below the called function. Each of these calling functions is indicated by "calledBy:" followed by its name and its containing file.

**DIRECTORY: ./common**

No files defined.

**DIRECTORY: ./common/bin**

No files defined.

**DIRECTORY: ./common/include**

No files defined.

**DIRECTORY: ./common/include/cig\_if**

No files defined.

**DIRECTORY: ./common/include/global**

No files defined.

**DIRECTORY: ./common/include/libinc**

No files defined.

**DIRECTORY: ./common/include/protocol**

No files defined.

**DIRECTORY: ./common/lib**

No files defined.

**DIRECTORY: ./common/libsrc**

No files defined.

**DIRECTORY: ./common/libsrc/libappide**

FILE: app\_mem.c

FUNCTION: mem\_assign\_other\_ptrs()

calledBy:

mem\_assign\_shared\_memory in assign\_sm.c, (null)

FILE: app\_read.c

FUNCTION: app\_open\_dev\_def\_file()

FUNCTION: app\_process\_def\_file(def)

FILE: init.c

FUNCTION: idc\_array\_init()

calledBy:

idc\_init in init.c, (null)

FUNCTION: idc\_get\_num\_idcs()

calledBy:

idc\_choose\_fifo in choose\_fifo.c, (null)

idc\_open\_port in i\_opn\_port.c, IFDEF\_GT\_

idc\_simul in i\_simul.c, IFNDEF SIMBFLY

idc\_fifo\_init in init.c, (null)

idc\_fifo\_uninit in init.c, (null)

idc\_reset\_output in init.c, (null)

FUNCTION: idc\_veh\_spec\_init()

calledBy:

idc\_init in init.c, (null)

**DIRECTORY: ./common/libsrc/libassoc****FILE: address.c****FUNCTION: AssocGetSimAddress(handle, simAddress)**

calledBy:

PointToPointOpen in init.c, (null)  
msg\_collision\_to\_pdu in prc\_collide.c, (null)  
msg\_deactivate\_req\_to\_pdu in prc\_deactiv.c, (null)  
msg\_deactivate\_rsp\_to\_pdu in prc\_deactiv.c, (null)  
msg\_fire\_to\_pdu in prc\_fire.c, (null)  
msg\_impact\_to\_pdu in prc\_impact.c, (null)  
network\_process\_activate\_request in nwk\_activ.c, (null)  
process\_deactivate\_other in nwk\_deact.c, (null)  
lock\_on\_target\_vehicle in kato\_attach.c, IFDEF ODIN  
veh\_spec\_init in kato\_main.c, IFDEF ODIN  
network\_init in network\_init.c, (null)

**FILE: aggregate.c****FUNCTION: AssocSendAggregate(handle, data, length, group, protocol, timer, threshold)**

calledBy:

AssocTickAssocLayer in tick.c, (null)

**FILE: block.c****FUNCTION: AssocWaitForPDU(handle, data, length, group, protocol, primitive, originator, transID, respondent)****FILE: bucket.c****FUNCTION: AssocAddToBucket(td, map, mask)**

calledBy:

AssocAddTransaction in origin.c, (null)  
AssocCacheResponse in respondent.c, (null)

**FUNCTION: AssocDeleteFromBucket(td, map, mask)**

calledBy:

AssocDeleteTransaction in origin.c, (null)  
AssocDeleteCachedResponse in respondent.c, (null)

**FUNCTION: AssocBucketLookup(who, tid, map, mask)**

calledBy:

AssocFindTransaction in origin.c, (null)  
AssocFindResponse in respondent.c, (null)

**FILE: close.c****FUNCTION: AssocClose(handle)****FILE: error.c****FUNCTION: AssocError()**

calledBy:

network\_process\_activate\_request in nwk\_activ.c, (null)  
network\_init in nwk\_init.c, (null)  
network\_init in network\_init.c, (null)

**FILE: family.c****FUNCTION: AssocSetProtocolFamily(handle, family)****FILE: free\_list.c****FUNCTION: AssocCreateFreeList(handle)**

calledBy:

AssocOpen in open.c, (null)  
AssocAttach in open.c, (null)

**FUNCTION: AssocGrowFreeList(handle)**

calledBy:  
    AssocGetDescriptor in free\_list.c, (null)  
FUNCTION: AssocGetDescriptor(handle)  
    calledBy:  
        AssocSendTransact in transact.c, (null)  
        AssocSendResponse in transact.c, (null)  
FUNCTION: AssocFreeDescriptor(handle, td)  
    calledBy:  
        AssocDeleteTransaction in origin.c, (null)  
        AssocDeleteCachedResponse in respondent.c, (null)  
        AssocSendTransact in transact.c, (null)  
        AssocSendResponse in transact.c, (null)  
FILE: mask.c  
    FUNCTION: AssocSetSendMask(handle, mask)  
    FUNCTION: AssocSetRspMask(handle, mask)  
    FUNCTION: AssocGetRspMask(handle, mask)  
FILE: open.c  
    FUNCTION: AssocOpen(device, assocDef)  
        calledBy:  
            PointToPointOpen in init.c, (null)  
            network\_init in nwk\_init.c, (null)  
            network\_init in network\_init.c, (null)  
    FUNCTION: AssocAttach(device, assocDef)  
    FUNCTION: SetChannelDefaults(handle)  
        calledBy:  
            AssocOpen in open.c, (null)  
            AssocAttach in open.c, (null)  
FILE: origin.c  
    FUNCTION: AssocInitTransactions(handle)  
        calledBy:  
            AssocOpen in open.c, (null)  
            AssocAttach in open.c, (null)  
    FUNCTION: AssocAddTransaction(handle, td, callback, cparam, timeout, tparam)  
        calledBy:  
            AssocSendTransact in transact.c, (null)  
    FUNCTION: AssocDeleteTransaction(handle, td)  
        calledBy:  
            AssocProcessResponsePDU in proc\_rsp.c, (null)  
            UpdateTransactions in tick.c, (null)  
    FUNCTION: AssocFindTransaction(handle, tid)  
        calledBy:  
            AssocProcessResponsePDU in proc\_rsp.c, (null)  
    FUNCTION: AssocRescheduleTransaction(handle, td)  
        calledBy:  
            UpdateTransactions in tick.c, (null)  
FILE: params.c  
    FUNCTION: upshift(str)  
        calledBy:  
            AssocReadParams in params.c, (null)  
            ProcessProtocolFamily in params.c, (null)  
            msg\_read\_params in msg\_pars.c, (null)  
    FUNCTION: AssocReadParams(handle, assocDef)  
        calledBy:  
            AssocOpen in open.c, (null)



AssocAttach in open.c, (null)  
FUNCTION: ProcessSite(channel, tokPtr)  
FUNCTION: ProcessHost(channel, tokPtr)  
FUNCTION: ProcessMaxSubscriptions(channel, tokPtr)  
FUNCTION: ProcessInitDescriptors(channel, tokPtr)  
FUNCTION: ProcessAddlDescriptors(channel, tokPtr)  
FUNCTION: ProcessProtocolFamily(channel, tokPtr)  
FILE: proc\_dgram.c  
FUNCTION: AssocProcessDatagramPDU(apdu, data, length, group, protocol,  
primitive, originator)  
FILE: proc\_req.c  
FUNCTION: AssocProcessRequestPDU(handle, apdu, data, length, group, protocol,  
primitive, originator, transID, respondent, rc)  
calledBy:  
AssocWaitForPDU in block.c, (null)  
AssocReceiveAssocPDU in raw.c, (null)  
AssocReceivePDU in receive.c, (null)  
FILE: proc\_rsp.c  
FUNCTION: AssocProcessResponsePDU(handle, apdu, data, length, group,  
protocol, primitive, originator, transID, respondent, rc)  
calledBy:  
AssocWaitForPDU in block.c, (null)  
AssocReceiveAssocPDU in raw.c, (null)  
AssocReceivePDU in receive.c, (null)  
FILE: raw.c  
FUNCTION: AssocReceiveAssocPDU(handle, data, length, primitive)  
FILE: receive.c  
FUNCTION: AssocReceivePDU(handle, data, length, group, protocol, primitive,  
originator, transID, respondent)  
calledBy:  
PointToPointReceivePDU in receive.c, (null)  
network\_process\_a\_packet in nwk\_pkt.c, (null)  
FILE: respondent.c  
FUNCTION: AssocInitResponses(handle)  
calledBy:  
AssocOpen in open.c, (null)  
AssocAttach in open.c, (null)  
FUNCTION: AssocCacheResponse(handle, rd)  
calledBy:  
AssocSendResponse in transact.c, (null)  
FUNCTION: AssocDeleteCachedResponse(handle, rd)  
calledBy:  
AssocTimeOutOldResponses in respondent.c, (null)  
FUNCTION: AssocTimeOutOldResponses(handle)  
calledBy:  
AssocGetDescriptor in free\_list.c, (null)  
AssocTickAssocLayer in tick.c, (null)  
FUNCTION: AssocFindResponse(handle, originator, tid)  
calledBy:  
AssocProcessRequestPDU in proc\_req.c, (null)  
FILE: send.c  
FUNCTION: AssocSendDatagram(handle, data, length, group, protocol)  
calledBy:  
logger\_available in lg\_avail.c, (null)

send\_logger\_command in lg\_command.c, (null)  
 logger\_connect in lg\_connect.c, (null)  
 logger\_disconnect in lg\_connect.c, (null)  
 PointToPointSendPDU in send.c, (null)  
 msg\_process\_collision in prc\_collide.c, (null)  
 msg\_process\_deactivate\_req in prc\_deactiv.c, (null)  
 msg\_process\_deactivate\_rsp in prc\_deactiv.c, (null)  
 msg\_process\_fire in prc\_fire.c, (null)  
 msg\_process\_impact in prc\_impact.c, (null)  
 network\_fill\_hdr\_send\_sim\_pkt in nwk\_datagram.c, (null)  
 network\_fill\_hdr\_send\_dc\_pkt in nwk\_datagram.c, (null)  
 network\_fill\_hdr\_send\_mgmt\_pkt in nwk\_datagram.c, (null)  
 network\_check\_veh\_appearance in nwk\_thresh.c, (null)  
 send\_exercise\_status\_pkt in ex\_status.c, (null)  
 network\_fill\_hdr\_send\_sim\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_dc\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_mgmt\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_ivis\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_faad\_pkt in send\_dg\_pkt.c, (null)  
 send\_simulation\_status\_pkt in sim\_status.c, (null)  
 send\_vehicle\_status\_in\_f\_ing\_multicast\_group\_zero in veh\_status.c, (null)

FUNCTION: AssocPadBuffer(apdu, bufferLength)

calledBy:

AssocSendAggregate in aggregate.c, (null)  
 AssocSendDatagram in send.c, (null)  
 AssocSendTransact in transact.c, (null)  
 AssocSendResponse in transact.c, (null)

FILE: strtok.c

FUNCTION: strtok(operand, set)

calledBy:

AssocReadParams in params.c, (null)  
 map\_read\_asid\_file in map\_asid.c, (null)  
 main\_read\_pars\_file in stt\_pars.c, (null)  
 cfail\_cdammages\_init in c\_init.c, (null)  
 bl\_read in het\_bl.c, (null)  
 het\_calib\_read\_calib\_file in het\_calib.c, (null)  
 read\_data in het\_data.c, (null)  
 sb\_read in het\_sb.c, (null)  
 sc\_read in het\_sc.c, (null)  
 main\_process\_pars\_arg in read\_pars.c, (null)  
 msg\_read\_params in rmsg\_pars.c, (null)  
 recall\_waypoints in way\_ed.c, (null)

FILE: subscribe.c

FUNCTION: AssocSubscribeWithMask(handle, group, protocol, mask)

calledBy:

AssocSubscribe in subscribe.c, (null)

FUNCTION: AssocUnsubscribeWithMask(handle, group, protocol, mask)

calledBy:

AssocClose in close.c, (null)  
 AssocUnsubscribe in subscribe.c, (null)

FUNCTION: AssocCreateMCAWithMask(group, protocol, address, mask)

calledBy:

AssocSendAggregate in aggregate.c, (null)  
 AssocSendDatagram in send.c, (null)

AssocSubscribeWithMask in subscribe.c, (null)  
AssocUnsubscribeWithMask in subscribe.c, (null)  
AssocCreateMCA in subscribe.c, (null)  
AssocSendTransact in transact.c, (null)  
AssocSendResponse in transact.c, (null)  
FUNCTION: AssocCreateMCA(group, protocol, address)  
FUNCTION: AddSubscription(handle, group, protocol, mask)  
calledBy:  
AssocSubscribeWithMask in subscribe.c, (null)  
FUNCTION: DeleteSubscription(handle, group, protocol, mask)  
calledBy:  
AssocUnsubscribeWithMask in subscribe.c, (null)  
FUNCTION: AssocCurrentlySubscribedWithMask(handle, group, protocol, mask)  
calledBy:  
AssocCurrentlySubscribed in subscribe.c, (null)  
FUNCTION: AssocSubscribe(handle, group, protocol)  
calledBy:  
PointToPointOpen in init.c, (null)  
network\_process\_activate\_request in nwk\_activ.c, (null)  
network\_init in nwk\_init.c, (null)  
veh\_spec\_startup in kato\_main.c, (null)  
process\_visibility in kato\_network.c, (null)  
process\_activate\_request in activate.c, (null)  
network\_init in network\_init.c, (null)  
FUNCTION: AssocUnsubscribe(handle, group, protocol)  
calledBy:  
network\_process\_activate\_request in nwk\_activ.c, (null)  
process\_visibility in kato\_network.c, (null)  
process\_activate\_request in activate.c, (null)  
FUNCTION: AssocCurrentlySubscribed(handle, group, protocol)  
calledBy:  
PointToPointReceivePDU in receive.c, (null)  
FILE: tick.c  
FUNCTION: AssocTickAssocLayer(handle)  
calledBy:  
net\_simul in net\_simul.c, (null)  
net\_simul in n\_net\_simul.c, (null)  
FUNCTION: UpdateTransactions(handle)  
calledBy:  
AssocTickAssocLayer in tick.c, (null)  
FILE: time\_list.c  
FUNCTION: AssocAddToStartOfTimeList(td, startTimeList, endTimeList)  
FUNCTION: AssocAddToEndOfTimeList(td, startTimeList, endTimeList)  
calledBy:  
AssocAddTransaction in origin.c, (null)  
AssocCacheResponse in respondent.c, (null)  
FUNCTION: AssocDeleteFromTimeList(td, startTimeList, endTimeList)  
calledBy:  
AssocDeleteTransaction in origin.c, (null)  
AssocDeleteCachedResponse in respondent.c, (null)  
FUNCTION: AssocMoveToEndOfTimeList(td, startTimeList, endTimeList)  
calledBy:  
AssocRescheduleTransaction in origin.c, (null)  
FILE: transact.c

FUNCTION: AssocSendTransact(handle, data, length, group, protocol, respondent, callback, cparam, timeout, tparam)

calledBy:

network\_fill\_hdr\_send\_sim\_trans in nwk\_trans.c, (null)  
 network\_fill\_hdr\_send\_dc\_trans in nwk\_trans.c, (null)  
 send\_exercise\_status\_trans in ex\_status.c, (null)  
 network\_fill\_hdr\_send\_sim\_trans in send\_trans.c, (null)  
 network\_fill\_hdr\_send\_dc\_trans in send\_trans.c, (null)  
 send\_simulation\_status\_trans in sim\_status.c, (null)

FUNCTION: AssocSendResponse(handle, data, length, group, protocol, originator, tid, cacheResponse)

calledBy:

network\_send\_activate\_response in nwk\_act\_ack.c, (null)  
 network\_fill\_hdr\_send\_sim\_rsp in nwk\_rsp.c, (null)  
 network\_fill\_hdr\_send\_dc\_rsp in nwk\_rsp.c, (null)  
 send\_activate\_response in act\_rsp.c, (null)  
 network\_fill\_hdr\_send\_sim\_rsp in send\_rsp.c, (null)  
 network\_fill\_hdr\_send\_dc\_rsp in send\_rsp.c, (null)  
 send\_status\_response\_trans in stat\_rsp.c, (null)  
 send\_vehicle\_status\_trans in veh\_status.c, (null)

FILE: who.c

FUNCTION: AssocGetLastAddress(handle, who)

#### DIRECTORY: ./common/libsrc/libbbd

FILE: attach.c

FUNCTION: bbd\_attach()

calledBy:

main in bbdtest.c, (null)  
 bbd\_init in init.c, (null)

FILE: bbdtest.c

FUNCTION: main(argc, argv)

FILE: bit\_in.c

FUNCTION: bbd\_bit\_in(bitnum)

FILE: bit\_out.c

FUNCTION: bbd\_bit\_out(bitnum, val)

calledBy:

bbd\_uninit in uninit.c, (null)  
 io\_simul in io\_simul.c, IFDEF\_GT\_  
 io\_simul in io\_simul.c, IFNDEF\_GT\_  
 net\_simul in net\_simul.c, (null)  
 main in kato\_main.c, (null)  
 cig\_receive\_buffer in cig\_recv\_buf.c, (null)  
 cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, (null)  
 cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFNDEF\_GT\_  
 simulation\_state\_machine in main.c, (null)

FILE: byte\_in.c

FUNCTION: bbd\_byte\_in(portnum)

calledBy:

main in bbdtest.c, (null)

FILE: byte\_out.c

FUNCTION: bbd\_byte\_out(portnum, val)

calledBy:

main in bbdtest.c, IFDEF notdef

```
    bbd_init in init.c, IFDEF SIMBFLY
    bbd_init in init.c, IFDEF MASSCOMP
    bbd_init in init.c, IFDEF _GT_
FILE: control_in.c
    FUNCTION: bbd_control_in()
        calledBy:
            main in bbdtest.c, (null)
FILE: control_out.c
    FUNCTION: bbd_control_out(val)
        calledBy:
            main in bbdtest.c, (null)
            bbd_init in init.c, IFDEF SIMBFLY
            bbd_init in init.c, IFDEF MASSCOMP
            bbd_init in init.c, IFDEF _GT_
            bbd_uninit in uninit.c, IFDEF _GT_
            bbd_uninit in uninit.c, IFNDEF _GT_
FILE: data.c
FILE: detach.c
    FUNCTION: bbd_detach()
        calledBy:
            main in bbdtest.c, (null)
            bbd_uninit in uninit.c, (null)
FILE: init.c
    FUNCTION: bbd_signal_handler()
    FUNCTION: bbd_init(p)
        calledBy:
            main in bbdtest.c, (null)
            simulation_state_machine in main.c, (null)
FILE: statistics.c
    FUNCTION: bbd_rtc_statistics(reset)
        calledBy:
            bbd_uninit in uninit.c, (null)
            keyboard_simul in m1_keybrd.c, IF defined ( SIMBFLY )
            keyboard_simul in m2_keybrd.c, IF defined ( SIMBFLY )
FILE: status.c
    FUNCTION: status_out(stat)
        calledBy:
            main in bbdtest.c, (null)
            status_init in kato_status.c, (null)
            monitor_status in kato_status.c, (null)
            status_init in m1_status.c, (null)
            monitor_status in m1_status.c, (null)
            status_init in m2_status.c, (null)
            monitor_status in m2_status.c, (null)
FILE: uninit.c
    FUNCTION: bbd_uninit()
        calledBy:
            simulation_state_machine in main.c, (null)

DIRECTORY: ./common/libsrc/libchannel
FILE: chchanbuf.c
    FUNCTION: AllocChannelBuffer()
        calledBy:
```

```

    SendDr11Channel in chdr11.c, IFDEF _GT_
    BufferDisassemble in chutil.c, IFDEF _GT_
FUNCTION: FreeChannelBuffer(buf)
    calledBy:
        RecvDr11Channel in chdr11.c, IFDEF _GT_
        BufferAssemble in chutil.c, IFDEF _GT_
FILE: chchannel.c
FUNCTION: AllocChannel()
    calledBy:
        ChannelOpen in chinterface.c, (null)
FUNCTION: FreeChannel(channel)
    calledBy:
        ChannelOpen in chinterface.c, (null)
        ChannelClose in chinterface.c, (null)
FUNCTION: GetChannel(channelID)
    calledBy:
        ChannelClose in chinterface.c, (null)
        ChannelSend in chinterface.c, (null)
        ChannelReceive in chinterface.c, (null)
        ChannelSetToAddr in chinterface.c, (null)
        ChannelGetFromAddr in chinterface.c, (null)
        ChannelGetSlaveAddr in chinterface.c, (null)
FUNCTION: LinkChannel(channel)
    calledBy:
        ChannelOpen in chinterface.c, (null)
FUNCTION: UnlinkChannel(channel)
    calledBy:
        ChannelClose in chinterface.c, (null)
FILE: chdr11.c
FUNCTION: OpenDr11Channel(channel, channelPars)
    calledBy:
        ChannelOpen in chinterface.c, (null)
FUNCTION: SendDr11Channel(channel, buf, byteCount)
FUNCTION: RecvDr11Channel(channel, buf, byteCount)
FUNCTION: CloseDr11Channel(channel)
FUNCTION: ParseDr11InitString(s, channelPars)
    calledBy:
        ParseInitString in chutil.c, (null)
FUNCTION: ChannelDr11Server()
FUNCTION: GetDr11FromAddr(channel, channelAddr)
FUNCTION: SetDr11ToAddr(channel, channelAddr)
FUNCTION: GetDr11SlaveAddr(channel, channelAddr)
FILE: chenet.c
FUNCTION: OpenEnetChannel(channel, channelPars)
    calledBy:
        ChannelOpen in chinterface.c, (null)
FUNCTION: SendEnetChannel(channel, buf, byteCount)
FUNCTION: RecvEnetChannel(channel, buf, byteCount)
FUNCTION: CloseEnetChannel(channel)
FUNCTION: ParseEnetInitString(s, channelPars)
    calledBy:
        ParseInitString in chutil.c, (null)
FUNCTION: GetEnetFromAddr(channel, channelAddr)
FUNCTION: SetEnetToAddr(channel, channelAddr)

```

FUNCTION: GetEnetSlaveAddr(channel, channelAddr)  
FILE: chinterface.c  
FUNCTION: ChannelOpen(master, initString)  
    calledBy:  
        IntervisibilityInit in ivcommon.c, (null)  
FUNCTION: ChannelClose(channelID)  
    calledBy:  
        IntervisibilityUnInit in ivcommon.c, (null)  
FUNCTION: ChannelSend(channelID, sendBuf, sendBufSize)  
    calledBy:  
        IntervisibilityNoopRequest in ivclient.c, (null)  
        IntervisibilitySimpleRequest in ivclient.c, (null)  
        IntervisibilityInterVehicleRequest in ivclient.c, (null)  
        IntervisibilityNoopResponse in ivserver.c, (null)  
        IntervisibilitySimpleResponse in ivserver.c, (null)  
        IntervisibilityInterVehicleResponse in ivserver.c, (null)  
FUNCTION: ChannelReceive(channelID, recvBuf, recvSize)  
    calledBy:  
        IntervisibilityResponseCheck in ivclient.c, (null)  
        IntervisibilityRequestCheck in ivserver.c, (null)  
FUNCTION: ChannelSetToAddr(channelID, channelAddr)  
    calledBy:  
        IntervisibilityInit in ivcommon.c, (null)  
        IntervisibilityNoopResponse in ivserver.c, (null)  
        IntervisibilitySimpleResponse in ivserver.c, (null)  
        IntervisibilityInterVehicleResponse in ivserver.c, (null)  
FUNCTION: ChannelGetFromAddr(channelID, channelAddr)  
    calledBy:  
        IntervisibilityRequestCheck in ivserver.c, (null)  
FUNCTION: ChannelGetSlaveAddr(channelID, channelAddr)  
    calledBy:  
        IntervisibilityInit in ivcommon.c, (null)  
FUNCTION: ChannelPush()  
    calledBy:  
        IntervisibilitySynchronize in ivclient.c, (null)  
        main in ivclient.c, (null)  
FUNCTION: ChannelPull()  
    calledBy:  
        IntervisibilitySynchronize in ivclient.c, (null)  
        main in ivclient.c, (null)  
FILE: chmem.c  
FUNCTION: OpenMemChannel(channel, channelPars)  
    calledBy:  
        ChannelOpen in chinterface.c, (null)  
FUNCTION: SendMemChannel(channel, buf, byteCount)  
FUNCTION: RecvMemChannel(channel, buf, byteCount)  
FUNCTION: CloseMemChannel(channel)  
FUNCTION: ParseMemInitString(s, channelPars)  
    calledBy:  
        ParseInitString in chutil.c, (null)  
FILE: chmsgq.c  
FUNCTION: OpenMsgQChannel(channel, channelPars)  
    calledBy:  
        ChannelOpen in chinterface.c, (null)

FUNCTION: SendMsgQChannel(channel, buf, byteCount)

FUNCTION: RecvMsgQChannel(channel, buf, byteCount)

FUNCTION: CloseMsgQChannel(channel)

FUNCTION: ParseMsgQInitString(s, channelPars)

calledBy:

ParseInitString in chutil.c, (null)

FUNCTION: GetMsgqFromAddr(channel, channelAddr)

FUNCTION: SetMsgqToAddr(channel, channelAddr)

FUNCTION: GetMsgqSlaveAddr(channel, channelAddr)

FILE: chutil.c

FUNCTION: ParseInitString(initString, channelPars)

calledBy:

ChannelOpen in chinterface.c, (null)

FUNCTION: BufferDisassemble(qid, curBufPtr, byteCount)

calledBy:

ChannelDr11Server in chdr11.c, IFDEF\_GT\_

ChannelPull in chinterface.c, IFDEF\_GT\_

FUNCTION: BufferAssemble(qid, curBufPtr, bufSize)

calledBy:

ChannelDr11Server in chdr11.c, IFDEF\_GT\_

ChannelPush in chinterface.c, IFDEF\_GT\_

**DIRECTORY:** ./common/libsrc/libcif

FILE: connect.c

FUNCTION: cif\_connect(his\_interface, send\_buf, send\_buf\_size, receive\_buf\_size, wait)

calledBy:

msg\_host\_buffer\_prepare in host\_prepare.c, IFNDEF\_GT\_

cig\_prepare in cig\_prepare.c, IFDEF\_SIMBFLY

cig\_prepare in cig\_prepare.c, IFNDEF\_SIMBFLY

FILE: data.c

FILE: disconnect.c

FUNCTION: cif\_disconnect(his\_interface, wait)

calledBy:

cif\_receive in receive.c, IFDEF\_BF\_PLUS

cif\_send in send.c, IFDEF\_BF\_PLUS

cif\_uninit in uninit.c, IFDEF\_BF\_PLUS

cif\_uninit in uninit.c, IFDEF\_MASSCOMP\_MACHINE

cif\_uninit in uninit.c, IFDEF\_GT\_

veh\_spec\_exit in kato\_main.c, IFDEF\_GT\_

cig\_uninit in cig\_uninit.c, (null)

veh\_spec\_exit in m1\_main.c, IFDEF\_GT\_

veh\_spec\_exit in m2\_main.c, IFDEF\_GT\_

FILE: init.c

FUNCTION: cif\_init(interface)

calledBy:

msg\_host\_buffer\_prepare in host\_prepare.c, IFNDEF\_GT\_

cig\_prepare in cig\_prepare.c, (null)

FILE: parse.c

FUNCTION: parse\_cif\_definition(filename, n, readp, writep)

calledBy:

cif\_init in init.c, IFDEF\_MASSCOMP\_MACHINE

FILE: receive.c



FUNCTION: cif\_receive(his\_interface, pbuf, size, wait)

calledBy:

msg\_receive\_buffer\_from\_host in msg\_rcv.c, IFDEF MASSCOMP

cig\_receive\_buffer in cig\_rcv\_buf.c, IFNDEF DEF\_71

cig\_receive\_buffer in cig\_rcv\_buf.c, IFDEF DEF\_71

cig\_receive\_buffer in cig\_rcv\_buf.c, IFNDEF DEF\_71

cig\_receive\_buffer in cig\_rcv\_buf.c, IFDEF DEF\_71

FUNCTION: dr11\_receive(ptable, pbuf, size, wait)

calledBy:

cif\_receive in receive.c, IFDEF BF\_PLUS

cif\_receive in receive.c, IFDEF MASSCOMP\_MACHINE

FILE: send.c

FUNCTION: cif\_send(his\_interface, buf, size, wait)

calledBy:

msg\_send\_buffer\_to\_host in msg\_send.c, IFDEF MASSCOMP

cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFNDEF DEF\_71

cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFDEF DEF\_71

cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFNDEF DEF\_71

cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFDEF DEF\_71

cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFNDEF DEF\_71

cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFDEF DEF\_71

cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFNDEF DEF\_71

cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFDEF DEF\_71

FUNCTION: dr11\_send(ptable, buf, size, wait)

calledBy:

cif\_send in send.c, IFDEF BF\_PLUS

cif\_send in send.c, IFDEF MASSCOMP\_MACHINE

FILE: uninit.c

FUNCTION: cif\_uninit()

calledBy:

veh\_spec\_exit in kato\_main.c, IFDEF \_GT\_

cig\_uninit in cig\_uninit.c, (null)

veh\_spec\_exit in m1\_main.c, IFDEF \_GT\_

veh\_spec\_exit in m2\_main.c, IFDEF \_GT\_

**DIRECTORY:** ./common/libsrc/libclparse

FILE: parse.c

FUNCTION: clparse(argc, argv, sw, number\_of\_switches, argptrs, argmax, argreq, arghelp)

calledBy:

main in extst2.c, (null)

main in ivclient.c, (null)

main in ivsvr.c, (null)

main in netcon.c, (null)

main in netxr.c, (null)

main in tfx.c, (null)

FILE: usage.c

FUNCTION: clusage(program, sw, number\_of\_switches, arghelp)

calledBy:

clparse in parse.c, (null)

main in netxr.c, (null)

main in tfx.c, (null)

do\_get in tfx.c, (null)

do\_put in tfx.c, (null)

# **DIRECTORY: /common/libsrc/libdtad**

FILE: ain.c

FUNCTION: ain(channel)

calledBy:

current\_minus12 in cur\_minus12.c, (null)  
 current\_plus12 in cur\_plus12.c, (null)  
 current\_plus5 in cur\_plus5.c, (null)  
 current\_temperature in cur\_temp.c, (null)  
 iod\_dtad\_read\_val in iod\_dtad.c, (null)  
 controls\_commander\_weapon\_station\_check in m1\_ctl\_npc.c, (null)  
 controls\_commander\_weapon\_station\_init in m1\_ctl\_npc.c, (null)  
 controls\_loader\_periscope\_check in m1\_ctl\_npc.c, (null)  
 controls\_loader\_periscope\_init in m1\_ctl\_npc.c, (null)  
 controls\_cupola\_check in m2\_ctl\_tnp.c, (null)  
 controls\_cupola\_init in m2\_ctl\_tnp.c, (null)

FILE: attach.c

FUNCTION: dtad\_attach()

calledBy:

dtad\_init in init.c, (null)

FILE: cur\_minus12.c

FUNCTION: current\_minus12()

calledBy:

status\_print\_temp\_and\_supplies in kato\_status.c, (null)  
 monitor\_status in kato\_status.c, (null)  
 status\_print\_temp\_and\_supplies in m1\_status.c, (null)  
 monitor\_status in m1\_status.c, (null)  
 status\_print\_temp\_and\_supplies in m2\_status.c, (null)  
 monitor\_status in m2\_status.c, (null)

FILE: cur\_plus12.c

FUNCTION: current\_plus12()

calledBy:

status\_print\_temp\_and\_supplies in kato\_status.c, (null)  
 monitor\_status in kato\_status.c, (null)  
 status\_print\_temp\_and\_supplies in m1\_status.c, (null)  
 monitor\_status in m1\_status.c, (null)  
 status\_print\_temp\_and\_supplies in m2\_status.c, (null)  
 monitor\_status in m2\_status.c, (null)

FILE: cur\_plus5.c

FUNCTION: current\_plus5()

calledBy:

status\_print\_temp\_and\_supplies in kato\_status.c, (null)  
 monitor\_status in kato\_status.c, (null)  
 status\_print\_temp\_and\_supplies in m1\_status.c, (null)  
 monitor\_status in m1\_status.c, (null)  
 status\_print\_temp\_and\_supplies in m2\_status.c, (null)  
 monitor\_status in m2\_status.c, (null)

FILE: cur\_temp.c

FUNCTION: current\_temperature()

calledBy:

status\_print\_temp\_and\_supplies in kato\_status.c, (null)  
 monitor\_status in kato\_status.c, (null)

status\_print\_temp\_and\_supplies in m1\_status.c, (null)  
 monitor\_status in m1\_status.c, (null)  
 status\_print\_temp\_and\_supplies in m2\_status.c, (null)  
 monitor\_status in m2\_status.c, (null)

FILE: data.c

FILE: detach.c

FUNCTION: dtad\_detach()

calledBy:

dtad\_uninit in uninit.c, (null)

FILE: init.c

FUNCTION: dtad\_signal\_handler()

FUNCTION: dtad\_init()

calledBy:

iod\_init\_dtad in iod\_dtad.c, (null)

simulation\_state\_machine in main.c, (null)

FILE: uninit.c

FUNCTION: dtad\_uninit()

calledBy:

simulation\_state\_machine in main.c, (null)

**DIRECTORY: ./common/libsrc/libex**

FILE: checksum.c

FUNCTION: ExHeaderChecksum(hdr)

calledBy:

ExRecvEx in recv.c, (null)

ExSendEx in send.c, (null)

FUNCTION: FragHeaderChecksum(hdr)

calledBy:

ReassEx in reass.c, (null)

SendBuffer in srbuf.c, (null)

FILE: data.c

FILE: error.c

FUNCTION: ExError(number, str)

calledBy:

main in extst2.c, (null)

do\_exchanges in extst2.c, (null)

msg\_receive\_buffer\_from\_host in msg\_recv.c, (null)

msg\_send\_buffer\_to\_host in msg\_send.c, (null)

cigex\_send\_buffer in cig\_comm.c, (null)

cigex\_receive\_buffer in cig\_comm.c, (null)

FILE: getchanhan.c

FUNCTION: GetChannelHandle()

calledBy:

ExSubscribe in subscribe.c, (null)

FILE: hantochan.c

FUNCTION: HandleToChannel(h)

calledBy:

ExRecv in recv.c, (null)

ExSend in send.c, (null)

ExStatsGet in stats.c, (null)

ExStatsPrint in stats.c, (null)

ExStatsZero in stats.c, (null)

FILE: makegroup.c

FUNCTION: ExMakeGroup(str, type, group)  
calledBy:  
    msg\_fill\_host\_group in host\_prepare.c, (null)  
FUNCTION: ExMakeGroupFromString(str, type, group)  
calledBy:  
    ExMakeGroup in makegroup.c, (null)  
    main in extst2.c, (null)  
    cigex\_init in cig\_init.c, IFDEF not  
    cigex\_init in cig\_init.c, (null)  
    cigex\_init in cig\_init.c, IFNDEF not  
    cigex\_init in cig\_init.c, (null)  
FUNCTION: ExMakeGroupFromSiteAndHost(site, host, type, group)  
calledBy:  
    main in extst2.c, (null)  
FUNCTION: ExMakeGroupFromNetworkAddress(addr, type, group)  
FUNCTION: ExGroupPrint(group, indent)  
calledBy:  
    ExitGracefully in extst2.c, (null)  
FILE: reass.c  
FUNCTION: ReassEx(channel, recvBuf, recvLen)  
FUNCTION: ReassFrasca(channel, recvBuf, recvLen)  
FUNCTION: CurrentReassemblyBuffer(channel)  
calledBy:  
    ReassEx in reass.c, (null)  
    ReassFrasca in reass.c, (null)  
FUNCTION: NextReassemblyBuffer(channel)  
calledBy:  
    ReassEx in reass.c, (null)  
    ReassFrasca in reass.c, (null)  
FUNCTION: PassReassembledBuffer(channel, buf, length)  
calledBy:  
    ReassEx in reass.c, (null)  
    ReassFrasca in reass.c, (null)  
FILE: recv.c  
FUNCTION: ExRecv(h, buf, len, flags)  
calledBy:  
    main in extst.c, (null)  
    do\_exchanges in extst2.c, (null)  
    msg\_receive\_buffer\_from\_host in msg\_recv.c, (null)  
    cigex\_receive\_buffer in cig\_comm.c, (null)  
FUNCTION: ExRecvFrasca(channel, buf, len, flags)  
FUNCTION: ExRecvEx(channel, buf, len, flags)  
FILE: route.c  
FUNCTION: RouteToExChannel(channel, to, from, type)  
FUNCTION: RouteToFrascaChannel(channel, to, from, type)  
FILE: send.c  
FUNCTION: ExSend(h, buf, len, flags)  
calledBy:  
    main in extst.c, (null)  
    do\_exchanges in extst2.c, (null)  
    msg\_send\_buffer\_to\_host in msg\_send.c, (null)  
    cigex\_send\_buffer in cig\_comm.c, (null)  
FUNCTION: ExSendFrasca(channel, buf, len, flags)  
FUNCTION: ExSendEx(channel, buf, len, flags)

**FILE: srbuf.c****FUNCTION: RecvBuffer(recvChannel, flags)**

calledBy:

ExRecvFrasca in recv.c, (null)

ExRecvEx in recv.c, (null)

**FUNCTION: SendBuffer(channel, packet, totalChunks, flags)**

calledBy:

ExSendEx in send.c, (null)

**FILE: stats.c****FUNCTION: ExStatsGet(h, stats)****FUNCTION: ExStatsPrint(h, indent)**

calledBy:

ExitGracefully in extst2.c, (null)

**FUNCTION: ExStatsZero(h, stats)****FILE: subscribe.c****FUNCTION: ExSubscribe(interface, group, flags)**

calledBy:

main in extst.c, IFDEF \_GT\_

main in extst.c, IFNDEF \_GT\_

main in extst2.c, (null)

msg\_host\_buffer\_prepare in host\_prepare.c, (null)

cigex\_init in cig\_init.c, IFDEF not

cigex\_init in cig\_init.c, (null)

cigex\_init in cig\_init.c, IFNDEF not

cigex\_init in cig\_init.c, (null)

**FILE: unsubscribe.c****FUNCTION: ExUnsubscribe(h, flags)****DIRECTORY: ./common/libsrc/libfifo****FILE: f\_dequeue.c****FUNCTION: fifo\_dequeue(fifop, bufp)**

calledBy:

send\_output\_to\_port in f\_send\_out.c, IFNDEF SIMBFLY

**FUNCTION: fifo\_dequeue(fifop, bufp)**

calledBy:

send\_output\_to\_port in f\_send\_out.c, IFNDEF SIMBFLY

**FILE: f\_enqueue.c****FUNCTION: fifo\_enqueue(fifop, string, length)**

calledBy:

idc\_raw\_16\_set\_cmd in i\_raw\_16\_set.c, (null)

idc\_raw\_16\_set2\_cmd in i\_raw\_16\_st2.c, (null)

idc\_raw\_set\_cmd in i\_raw\_set.c, (null)

idc\_reset\_cmd in i\_reset.c, (null)

idc\_reset\_output in init.c, (null)

idc\_output\_16\_set in op\_16\_set.c, (null)

idc\_output\_16\_set2 in op\_16\_set2.c, (null)

idc\_output\_restore in op\_rest.c, (null)

idc\_output\_set in op\_set.c, (null)

idc\_output\_set\_ns in op\_set\_ns.c, (null)

iod\_init\_alpha in iod\_alpha.c, (null)

iod\_reset\_alpha in iod\_alpha.c, (null)

iod\_alpha\_write\_val in iod\_alpha.c, (null)

iod\_alpha\_write\_str in iod\_alpha.c, (null)

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iod_init_idc in iod_idc.c, (null)
iod_reset_idc in iod_idc.c, (null)
iod_idc_write_val in iod_idc.c, (null)
iod_idc_write_str in iod_idc.c, (null)
iod_init_sound in iod_sound.c, (null)
iod_reset_sound in iod_sound.c, (null)
iod_sound_write_val in iod_sound.c, (null)
iod_sound_write_str in iod_sound.c, (null)
sound_make_veh_spec_sound in kato_sound.c, (null)
sound_force_veh_spec_sound in kato_sound.c, (null)
sound_simul in kato_sound.c, (null)
sound_reset in kato_sound.c, (null)
monitor_status in kato_status.c, IFNDEF USE_SPACEBALL
monitor_status in kato_status.c, (null)
sound_make_veh_spec_sound in m1_sound.c, (null)
sound_force_veh_spec_sound in m1_sound.c, (null)
sound_simul in m1_sound.c, (null)
sound_reset in m1_sound.c, (null)
monitor_status in m1_status.c, (null)
alpha_reset in m2_alpha.c, (null)
alpha_send_mils in m2_alpha.c, (null)
alpha_send_load in m2_alpha.c, (null)
sound_make_veh_spec_sound in m2_sound.c, (null)
sound_force_veh_spec_sound in m2_sound.c, (null)
sound_simul in m2_sound.c, (null)
sound_reset in m2_sound.c, (null)
sound_of_turret_traversing in m2_sound.c, (null)
monitor_status in m2_status.c, (null)
FUNCTION: fifo_enqueue(fifop, string, length)
idc_raw_16_set_cmd in i_raw_16_set.c, (null)
idc_raw_16_set2_cmd in i_raw_16_st2.c, (null)
idc_raw_set_cmd in i_raw_set.c, (null)
idc_reset_cmd in i_reset.c, (null)
idc_reset_output in init.c, (null)
idc_output_16_set in op_16_set.c, (null)
idc_output_16_set2 in op_16_set2.c, (null)
idc_output_restore in op_rest.c, (null)
idc_output_set in op_set.c, (null)
idc_output_set_ns in op_set_ns.c, (null)
iod_init_alpha in iod_alpha.c, (null)
iod_reset_alpha in iod_alpha.c, (null)
iod_alpha_write_val in iod_alpha.c, (null)
iod_alpha_write_str in iod_alpha.c, (null)
iod_init_idc in iod_idc.c, (null)
iod_reset_idc in iod_idc.c, (null)
iod_idc_write_val in iod_idc.c, (null)
iod_idc_write_str in iod_idc.c, (null)
iod_init_sound in iod_sound.c, (null)
iod_reset_sound in iod_sound.c, (null)
iod_sound_write_val in iod_sound.c, (null)
iod_sound_write_str in iod_sound.c, (null)
sound_make_veh_spec_sound in kato_sound.c, (null)
sound_force_veh_spec_sound in kato_sound.c, (null)
sound_simul in kato_sound.c, (null)

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sound\_reset in kato\_sound.c, (null)  
monitor\_status in kato\_status.c, IFNDEF USE\_SPACEBALL  
monitor\_status in kato\_status.c, (null)  
sound\_make\_veh\_spec\_sound in m1\_sound.c, (null)  
sound\_force\_veh\_spec\_sound in m1\_sound.c, (null)  
sound\_simul in m1\_sound.c, (null)  
sound\_reset in m1\_sound.c, (null)  
monitor\_status in m1\_status.c, (null)  
alpha\_reset in m2\_alpha.c, (null)  
alpha\_send\_mils in m2\_alpha.c, (null)  
alpha\_send\_load in m2\_alpha.c, (null)  
sound\_make\_veh\_spec\_sound in m2\_sound.c, (null)  
sound\_force\_veh\_spec\_sound in m2\_sound.c, (null)  
sound\_simul in m2\_sound.c, (null)  
sound\_reset in m2\_sound.c, (null)  
sound\_of\_turret\_traversing in m2\_sound.c, (null)  
monitor\_status in m2\_status.c, (null)  
FUNCTION: fifo\_enqueue(fifop, string, length)  
idc\_raw\_16\_set\_cmd in i\_raw\_16\_set.c, (null)  
idc\_raw\_16\_set2\_cmd in i\_raw\_16\_st2.c, (null)  
idc\_raw\_set\_cmd in i\_raw\_set.c, (null)  
idc\_reset\_cmd in i\_reset.c, (null)  
idc\_reset\_output in init.c, (null)  
idc\_output\_16\_set in op\_16\_set.c, (null)  
idc\_output\_16\_set2 in op\_16\_set2.c, (null)  
idc\_output\_restore in op\_rest.c, (null)  
idc\_output\_set in op\_set.c, (null)  
idc\_output\_set\_ns in op\_set\_ns.c, (null)  
iod\_init\_alpha in iod\_alpha.c, (null)  
iod\_reset\_alpha in iod\_alpha.c, (null)  
iod\_alpha\_write\_val in iod\_alpha.c, (null)  
iod\_alpha\_write\_str in iod\_alpha.c, (null)  
iod\_init\_idc in iod\_idc.c, (null)  
iod\_reset\_idc in iod\_idc.c, (null)  
iod\_idc\_write\_val in iod\_idc.c, (null)  
iod\_idc\_write\_str in iod\_idc.c, (null)  
iod\_init\_sound in iod\_sound.c, (null)  
iod\_reset\_sound in iod\_sound.c, (null)  
iod\_sound\_write\_val in iod\_sound.c, (null)  
iod\_sound\_write\_str in iod\_sound.c, (null)  
sound\_make\_veh\_spec\_sound in kato\_sound.c, (null)  
sound\_force\_veh\_spec\_sound in kato\_sound.c, (null)  
sound\_simul in kato\_sound.c, (null)  
sound\_reset in kato\_sound.c, (null)  
monitor\_status in kato\_status.c, IFNDEF USE\_SPACEBALL  
monitor\_status in kato\_status.c, (null)  
sound\_make\_veh\_spec\_sound in m1\_sound.c, (null)  
sound\_force\_veh\_spec\_sound in m1\_sound.c, (null)  
sound\_simul in m1\_sound.c, (null)  
sound\_reset in m1\_sound.c, (null)  
monitor\_status in m1\_status.c, (null)  
alpha\_reset in m2\_alpha.c, (null)  
alpha\_send\_mils in m2\_alpha.c, (null)  
alpha\_send\_load in m2\_alpha.c, (null)

sound\_make\_veh\_spec\_sound in m2\_sound.c, (null)  
sound\_force\_veh\_spec\_sound in m2\_sound.c, (null)  
sound\_simul in m2\_sound.c, (null)  
sound\_reset in m2\_sound.c, (null)  
sound\_of\_turret\_traversing in m2\_sound.c, (null)  
monitor\_status in m2\_status.c, (null)

FILE: f\_init.c

FUNCTION: fifo\_init(fifop, port\_number)  
idc\_fifo\_init in init.c, (null)  
iod\_init\_alpha in iod\_alpha.c, (null)  
iod\_init\_idc in iod\_idc.c, (null)  
iod\_init\_sound in iod\_sound.c, (null)  
sound\_init in kato\_sound.c, (null)  
sound\_init in m1\_sound.c, (null)  
alpha\_init in m2\_alpha.c, (null)  
sound\_init in m2\_sound.c, (null)

FUNCTION: fifo\_uninit(fifop)

calledBy:

idc\_fifo\_uninit in init.c, (null)

FILE: f\_open\_out.c

FUNCTION: open\_up\_output\_port(fifop)

calledBy:

fifo\_init in f\_init.c, IFDEF SUN

fifo\_init in f\_init.c, IFDEF mips

fifo\_init in f\_init.c, IFDEF \_GT\_

FUNCTION: open\_up\_output\_port(fifop)

calledBy:

fifo\_init in f\_init.c, IFDEF SUN

fifo\_init in f\_init.c, IFDEF mips

fifo\_init in f\_init.c, IFDEF \_GT\_

FUNCTION: open\_up\_output\_port(fifop)

calledBy:

fifo\_init in f\_init.c, IFDEF SUN

fifo\_init in f\_init.c, IFDEF mips

fifo\_init in f\_init.c, IFDEF \_GT\_

FUNCTION: close\_output\_port(fifop)

calledBy:

fifo\_uninit in f\_init.c, IFDEF SUN

fifo\_uninit in f\_init.c, IFDEF mips

fifo\_uninit in f\_init.c, IFDEF \_GT\_

FUNCTION: open\_up\_output\_port(fifop)

calledBy:

fifo\_init in f\_init.c, IFDEF SUN

fifo\_init in f\_init.c, IFDEF mips

fifo\_init in f\_init.c, IFDEF \_GT\_

FUNCTION: open\_up\_output\_port(fifop)

calledBy:

fifo\_init in f\_init.c, IFDEF SUN

fifo\_init in f\_init.c, IFDEF mips

fifo\_init in f\_init.c, IFDEF \_GT\_

FILE: f\_print.c

FUNCTION: fifo\_print(fifop)

FILE: f\_send\_out.c

FUNCTION: send\_output\_to\_port(fifop)



**DIRECTORY: ./common/libsrc/libfilter**

FILE: add.c

FUNCTION: filter\_add\_class(class\_num, obj\_class, alignment, range)

calledBy:

rva\_priority\_setup in rva\_pr\_init.c, (null)

FILE: bounds.c

FUNCTION: filter\_change\_class\_bound(class\_num, alignment, new\_range)

FILE: data.c

FILE: dump.c

FUNCTION: filter\_dump\_filter\_info()

calledBy:

keyboard\_simul in kato\_keybrd.c, (null)

keyboard\_simul in m1\_keybrd.c, (null)

keyboard\_simul in m2\_keybrd.c, (null)

FILE: filter.c

FUNCTION: do\_packet\_from\_network(pkt)

FUNCTION: do\_packet\_from\_host(pkt)

FUNCTION: do\_init()

FILE: force.c

FUNCTION: filter\_set\_force(force)

calledBy:

network\_process\_activate\_request in nwk\_activ.c, (null)

process\_activate\_request in activate.c, (null)

FILE: init.c

FUNCTION: filter\_init(handle)

calledBy:

simulation\_state\_machine in stt\_machine.c, (null)

simulation\_state\_machine in main.c, (null)

FILE: location.c

FUNCTION: filter\_set\_filter\_threshold(threshold)

FUNCTION: filter\_set\_max\_cig\_range(range)

calledBy:

rva\_priority\_setup in rva\_pr\_init.c, (null)

FUNCTION: filter\_set\_location(location)

calledBy:

network\_process\_activate\_request in nwk\_activ.c, (null)

process\_activate\_request in activate.c, (null)

format\_vehicle\_appearance in appearance.c, (null)

format\_stealth\_appearance in appearance.c, (null)

FILE: verify.c

FUNCTION: filter\_verify\_classes()

calledBy:

rva\_priority\_setup in rva\_pr\_init.c, (null)

**DIRECTORY: ./common/libsrc/libhash**

FILE: hash\_add.c

FUNCTION: hash\_add\_hash\_entry(table\_handle, vid)

calledBy:

rva\_add\_hash\_entry in rva\_hash.c, (null)

msg\_add\_hash\_entry in msg\_hash.c, (null)

obj\_process\_object in obj\_storage.c, (null)

FUNCTION: get\_hash\_entry(table)

calledBy:  
     hash\_add\_hash\_entry in hash\_add.c, (null)  
     rva\_insert\_hash\_table\_entry in rva\_hash.c, (null)  
 FILE: hash\_create.c  
 FUNCTION: get\_next\_table\_handle()  
 calledBy:  
     hash\_create\_hash\_table in hash\_create.c, (null)  
 FUNCTION: hash\_create\_hash\_table(n\_entries)  
 calledBy:  
     rva\_alloc\_rva\_table in rva\_hash.c, (null)  
     msg\_create\_hash\_table in msg\_hash.c, (null)  
     obj\_create\_objects in obj\_storage.c, (null)  
 FILE: hash\_delete.c  
 FUNCTION: hash\_delete\_hash\_table(table\_handle)  
 FILE: hash\_find.c  
 FUNCTION: hash\_find\_hash\_entry(table\_handle, vid)  
 calledBy:  
     rva\_find\_hash\_entry in rva\_hash.c, (null)  
     msg\_find\_hash\_entry in msg\_hash.c, (null)  
     msg\_process\_othervehs in adj\_otherveh.c, (null)  
     msg\_find\_hash\_entry in msg\_hash.c, (null)  
     obj\_process\_object in obj\_storage.c, (null)  
 FILE: hash\_init.c  
 FUNCTION: hash\_init\_hash\_table(table\_handle)  
 calledBy:  
     hash\_create\_hash\_table in hash\_create.c, (null)  
     rva\_init\_hash\_table in rva\_hash.c, (null)  
     msg\_init\_hash\_table in msg\_hash.c, (null)  
     obj\_init\_objects in obj\_storage.c, (null)  
 FILE: hash\_remove.c  
 FUNCTION: hash\_remove\_hash\_entry(table\_handle, vid)  
 calledBy:  
     rva\_delete\_hash\_entry in rva\_hash.c, (null)  
     msg\_remove\_hash\_entry in msg\_hash.c, (null)  
     obj\_delete\_object in obj\_storage.c, (null)  
 FUNCTION: free\_hash\_entry(table, hashi)  
 calledBy:  
     hash\_remove\_hash\_entry in hash\_remove.c, (null)  
     rva\_remove\_hash\_table\_entry in rva\_hash.c, (null)  
 FILE: hash\_value.c  
 FUNCTION: find\_hash\_value(vid)  
 calledBy:  
     hash\_add\_hash\_entry in hash\_add.c, (null)  
     hash\_find\_hash\_entry in hash\_find.c, (null)  
     hash\_remove\_hash\_entry in hash\_remove.c, (null)  
     rva\_lookup\_hash\_table\_entry in rva\_hash.c, (null)  
     rva\_remove\_hash\_table\_entry in rva\_hash.c, (null)  
     rva\_insert\_hash\_table\_entry in rva\_hash.c, (null)

# DIRECTORY: ./common/libsrc/libidc

FILE: choose\_fifo.c  
 FUNCTION: idc\_choose\_fifo(id)  
 calledBy:

idc\_output\_16\_set in op\_16\_set.c, (null)  
idc\_output\_16\_set2 in op\_16\_set2.c, (null)  
idc\_output\_restore in op\_rest.c, (null)  
idc\_output\_set in op\_set.c, (null)  
idc\_output\_set\_ns in op\_set\_ns.c, (null)

FILE: i\_error.c

FUNCTION: libidc\_error\_report(func, sarg1, nargs2)

calledBy:

libidc\_set\_idc\_action in i\_pfile.c, (null)  
libidc\_read\_idc\_parameter\_body in i\_readbody.c, (null)  
libidc\_read\_idc\_parameter\_header in i\_readhead.c, (null)

FILE: i\_getact.c

FUNCTION: libidc\_get\_action(type)

calledBy:

libidc\_set\_idc\_action in i\_pfile.c, (null)  
libidc\_read\_idc\_parameter\_body in i\_readbody.c, (null)

FILE: i\_getacts.c

FUNCTION: idc\_get\_actions(i)

calledBy:

main in idc\_p\_hpsm.c, (null)  
main in idc\_p\_to\_h.c, (null)  
main in panel\_test.c, (null)  
main in serdef.c, (null)

FILE: i\_getdevice.c

FUNCTION: idc\_get\_device\_type()

calledBy:

main in panel\_test.c, (null)

FILE: i\_getnames.c

FUNCTION: idc\_get\_names(i)

calledBy:

main in idc\_p\_to\_h.c, (null)  
main in panel\_test.c, (null)

FILE: i\_getnumplt.c

FUNCTION: idc\_get\_num\_platforms()

calledBy:

idc\_get\_platform\_number in i\_getpltnum.c, (null)  
main in idc\_p\_to\_h.c, (null)

FILE: i\_getoffset.c

FUNCTION: idc\_get\_offset()

calledBy:

app\_process\_def\_file in app\_read.c, (null)  
idc\_process\_dev\_file in i\_init.c, (null)  
main in idc\_p\_hpsm.c, (null)  
main in idc\_p\_to\_h.c, (null)  
main in panel\_test.c, (null)  
main in serdef.c, (null)

FILE: i\_getplt.c

FUNCTION: idc\_get\_platform\_name(platform)

calledBy:

idc\_get\_platform\_number in i\_getpltnum.c, (null)  
main in idc\_p\_to\_h.c, (null)

FILE: i\_getpltnum.c

FUNCTION: idc\_get\_platform\_number(platform\_name)

calledBy:

main in serdef.c, (null)

FILE: i\_getport.c  
FUNCTION: idc\_get\_port\_name()  
calledBy:  
app\_process\_def\_file in app\_read.c, (null)  
idc\_process\_dev\_file in i\_init.c, (null)  
idc\_open\_port in i\_opn\_port.c, IFDEF MASSCOMP  
port\_stuck in i\_port\_stk.c, IFDEF MASSCOMP  
main in idc\_p\_hpsm.c, (null)  
main in idc\_p\_to\_h.c, (null)  
main in panel\_test.c, (null)  
main in serdef.c, (null)

FILE: i\_getstat.c  
FUNCTION: idc\_get\_station\_description()  
calledBy:  
main in idc\_p\_to\_h.c, (null)

FILE: i\_init.c  
FUNCTION: idc\_process\_dev\_file()  
calledBy:  
idc\_init in init.c, (null)  
FUNCTION: idc\_init\_dev\_file(file\_name)  
FUNCTION: idc\_get\_dev\_file()  
calledBy:  
idc\_process\_dev\_file in i\_init.c, (null)

FILE: i\_loc.c

FILE: i\_mode.c  
FUNCTION: idc\_set\_emulate\_mode()  
FUNCTION: idc\_clear\_emulate\_mode()  
FUNCTION: idc\_get\_emulate\_mode()  
calledBy:  
idc\_init in init.c, (null)  
idc\_reset\_output in init.c, (null)  
idc\_output\_set in op\_set.c, (null)

FILE: i\_opn\_port.c  
FUNCTION: idc\_open\_port()  
FUNCTION: idc\_close\_port()  
FUNCTION: idc\_open\_port()  
FUNCTION: idc\_open\_port(iptr)  
FUNCTION: idc\_close\_port(iptr)  
FUNCTION: idc\_open\_port(iptr)  
FUNCTION: idc\_close\_port(iptr)

FILE: i\_perror.c  
FUNCTION: libidc\_perror\_report(func, sarg1, narg2)  
calledBy:  
read\_idc\_parameter\_file in i\_readfile.c, (null)  
libidc\_strsave in i\_strsave.c, (null)

FILE: i\_pfile.c  
FUNCTION: libidc\_set\_idc\_action(id, action\_string)  
calledBy:  
convert\_pfile\_structs\_to\_idc\_format in pfile\_conv.c, (null)  
FUNCTION: libidc\_set\_idc\_name(id, idname)  
calledBy:  
convert\_pfile\_structs\_to\_idc\_format in pfile\_conv.c, (null)

FILE: i\_port\_stk.c

FUNCTION: port\_stuck()  
FILE: i\_raw\_16\_set.c  
FUNCTION: idc\_raw\_16\_set\_cmd(fifo, id, val)  
FILE: i\_raw\_16\_st2.c  
FUNCTION: idc\_raw\_16\_set2\_cmd(fifo, id, val1, val2)  
FILE: i\_raw\_set.c  
FUNCTION: idc\_raw\_set\_cmd(fifo, id, val)  
FILE: i\_readbody.c  
FUNCTION: libidc\_read\_idc\_parameter\_body(fp, name)  
calledBy:  
read\_idc\_parameter\_file in i\_readfile.c, (null)  
FILE: i\_readfile.c  
FUNCTION: read\_idc\_parameter\_file(name)  
calledBy:  
app\_process\_def\_file in app\_read.c, (null)  
idc\_process\_dev\_file in i\_init.c, (null)  
main in idc\_p\_hpsm.c, (null)  
main in idc\_p\_to\_h.c, (null)  
main in panel\_test.c, (null)  
main in serdef.c, (null)  
FUNCTION: idc\_init\_actions()  
calledBy:  
read\_idc\_parameter\_file in i\_readfile.c, (null)  
convert\_pfile\_structs\_to\_idc\_format in pfile\_conv.c, (null)  
FILE: i\_readhead.c  
FUNCTION: libidc\_read\_idc\_parameter\_header(fp, name)  
calledBy:  
read\_idc\_parameter\_file in i\_readfile.c, (null)  
pfile\_read in npfile\_read.c, (null)  
pfile\_read in opfile\_read.c, (null)  
FILE: i\_reset.c  
FUNCTION: idc\_reset\_cmd(fifo)  
FILE: i\_simul.c  
FUNCTION: idc\_simul()  
FUNCTION: idc\_parse\_command(idc, str, cnt)  
calledBy:  
idc\_simul in i\_simul.c, IFNDEF SIMBFLY  
FILE: i\_strsave.c  
FUNCTION: libidc\_strsave(f)  
calledBy:  
libidc\_set\_idc\_name in i\_pfile.c, (null)  
libidc\_read\_idc\_parameter\_body in i\_readbody.c, (null)  
FILE: init.c  
FUNCTION: idc\_init()  
calledBy:  
veh\_spec\_stop in kato\_main.c, (null)  
simulation\_state\_machine in main.c, (null)  
veh\_spec\_stop in m1\_main.c, (null)  
veh\_spec\_stop in m2\_main.c, (null)  
FUNCTION: idc\_fifo\_init()  
calledBy:  
idc\_init in init.c, (null)  
FUNCTION: idc\_fifo\_uninit()  
calledBy:

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veh_spec_exit in kato_main.c, IFDEF _GT_
veh_spec_exit in m1_main.c, IFDEF _GT_
veh_spec_exit in m2_main.c, IFDEF _GT_
FUNCTION: idc_reset()
calledBy:
    idc_parse_command in i_simul.c, IFNDEF SIMBFLY
    idc_init in init.c, (null)
    controls_sim_off in kato_ctl_sim.c, (null)
    simulation_state_machine in main.c, (null)
    controls_no_power_off in m1_ctl_npc.c, (null)
    controls_hull_no_power_off in m2_ctl_hnp.c, (null)
    controls_turret_no_power_off in m2_ctl_tnp.c, (null)
FUNCTION: idc_reset_input()
calledBy:
    idc_reset in init.c, (null)
FUNCTION: idc_reset_output()
calledBy:
    idc_reset in init.c, (null)
FILE: op_16_set.c
FUNCTION: idc_output_16_set(id, val)
calledBy:
    controls_nlos_init in kato_ctl_nls.c, (null)
    controls_nlos_retrieve_waypoints_check in kato_ctl_nls.c, (null)
    controls_set_path_num_to_none in kato_ctl_nls.c, (null)
    nlos_menu_change in kato_ctl_nls.c, (null)
    controls_draw_heading in kato_ctl_nls.c, (null)
    controls_draw_view_heading in kato_ctl_nls.c, (null)
    controls_draw_missile_pos in kato_ctl_nls.c, (null)
    meter_altitude_set in kato_meter.c, (null)
    meter_radar_alt_set in kato_meter.c, (null)
    meter_kato_air_speed_set in kato_meter.c, (null)
    meter_dg_set in kato_meter.c, (null)
    meter_vertical_speed_set in kato_meter.c, (null)
    meter_aoa_set in kato_meter.c, (null)
    meter_veh_id_set in kato_meter.c, (null)
FILE: op_16_set2.c
FUNCTION: idc_output_16_set2(id, val1, val2)
    meterADI_set in kato_meter.c, (null)
FILE: op_rest.c
FUNCTION: idc_output_restore(id)
calledBy:
    idc_output_restore_cond in op_rest_c.c, (null)
FILE: op_rest_c.c
FUNCTION: idc_output_restore_cond(cond, id)
calledBy:
    controls_master_power_on in m1_ctl_mpc.c, (null)
    controls_driver_panel_light_restore in m1_ctl_mpc.c, (null)
    controls_resupply_restore in m1_ctl_npc.c, (null)
    controls_fuel_restore in m1_ctl_npc.c, (null)
    controls_turret_power_on in m1_ctl_tpc.c, (null)
    controls_commander_panel_light_restore in m1_ctl_tpc.c, (null)
    controls_commander_fake_light_restore in m1_ctl_tpc.c, (null)
    controls_master_power_on in m2_ctl_mpc.c, (null)
    controls_driver_panel_test_restore in m2_ctl_mpc.c, (null)

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controls\_ammo\_panel\_test\_restore in m2\_ctl\_tnp.c, (null)  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
controls\_commander\_panel\_test\_restore in m2\_ctl\_tpc.c, (null)

FILE: op\_set.c

FUNCTION: idc\_output\_set(id, val)

calledBy:

idc\_output\_set\_cond in op\_set\_c.c, (null)  
light\_check in lights.c, (null)  
light\_init in lights.c, (null)  
flashing\_check in lights.c, (null)  
meter\_check in meters.c, (null)  
ammo\_set\_stores in kato\_ammo.c, (null)  
ammo\_fired in kato\_ammo.c, (null)  
ammo\_resupply\_receive\_timeout\_check in kato\_ammo.c, (null)  
controls\_nlos\_init in kato\_ctl\_nls.c, (null)  
controls\_free\_fly\_init in kato\_ctl\_sim.c, (null)  
controls\_lamps\_off in kato\_ctl\_sim.c, (null)  
controls\_view\_ind\_init in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
controls\_view\_ind\_up in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
controls\_view\_ind\_down in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
controls\_view\_ind\_centered in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
controls\_radar\_warning\_flash\_check in kato\_ctl\_sim.c, IFDEF  
no\_sad\_right\_now  
nlos\_simul in kato\_nlos.c, (null)  
nlos\_stop\_missile in kato\_nlos.c, (null)  
nlos\_try\_to\_lock\_on\_target in kato\_nlos.c, (null)  
nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
nlos\_trigger\_1\_depressed in kato\_nlos.c, (null)  
state\_lamp\_light in kato\_state.c, (null)  
state\_toggle\_fix in kato\_state.c, (null)  
state\_fix in kato\_state.c, (null)  
state\_unfix in kato\_state.c, (null)  
controls\_mpc\_init in m1\_ctl\_mpc.c, (null)  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
controls\_kill\_radio in m1\_ctl\_mpc.c, (null)  
controls\_restore\_radio in m1\_ctl\_mpc.c, (null)  
controls\_odometer\_pulse in m1\_ctl\_npc.c, (null)  
controls\_odometer\_check in m1\_ctl\_npc.c, (null)  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
idc\_invert\_outputs in m1\_idc.c, (null)  
meter\_speed\_set in m1\_meter.c, (null)  
meter\_tach\_set in m1\_meter.c, (null)  
meter\_fuel\_set in m1\_meter.c, (null)  
meter\_volt\_set in m1\_meter.c, (null)  
controls\_odometer\_pulse in m2\_ctl\_hnp.c, (null)  
controls\_odometer\_check in m2\_ctl\_hnp.c, (null)  
controls\_break\_hull\_slope\_ind in m2\_ctl\_hnp.c, (null)  
controls\_master\_power\_off in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_restore in m2\_ctl\_mpc.c, (null)  
controls\_kill\_hull\_radio in m2\_ctl\_mpc.c, (null)  
controls\_restore\_hull\_radio in m2\_ctl\_mpc.c, (null)  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)  
controls\_turret\_no\_power\_off in m2\_ctl\_tnp.c, (null)  
controls\_gunner\_brow\_pad\_off in m2\_ctl\_tnp.c, (null)

controls\_commander\_brow\_pad\_off in m2\_ctl\_tnp.c, (null)  
controls\_lo\_mag\_reticle in m2\_ctl\_tnp.c, (null)  
controls\_hi\_mag\_reticle in m2\_ctl\_tnp.c, (null)  
controls\_tow\_reticle in m2\_ctl\_tnp.c, (null)  
controls\_blank\_rounds\_on\_board in m2\_ctl\_tnp.c, (null)  
controls\_receive\_off in m2\_ctl\_tnp.c, (null)  
controls\_send\_off in m2\_ctl\_tnp.c, (null)  
controls\_internal\_off in m2\_ctl\_tnp.c, (null)  
controls\_hei\_off in m2\_ctl\_tnp.c, (null)  
controls\_apds\_off in m2\_ctl\_tnp.c, (null)  
controls\_tow\_off in m2\_ctl\_tnp.c, (null)  
controls\_dragon\_off in m2\_ctl\_tnp.c, (null)  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
controls\_break\_turret\_ref\_ind in m2\_ctl\_tpc.c, (null)  
controls\_bolt\_position\_neither in m2\_ctl\_tpc.c, (null)  
controls\_low\_ammo\_off in m2\_ctl\_tpc.c, (null)  
controls\_missile1\_off in m2\_ctl\_tpc.c, (null)  
controls\_missile2\_off in m2\_ctl\_tpc.c, (null)  
controls\_kill\_turret\_radio in m2\_ctl\_tpc.c, (null)  
controls\_restore\_turret\_radio in m2\_ctl\_tpc.c, (null)  
idc\_invert\_outputs in m2\_idc.c, (null)  
idc\_veh\_spec\_init in m2\_idc.c, (null)  
meter\_speed\_set in m2\_meter.c, (null)  
meter\_fuel\_set in m2\_meter.c, (null)  
meter\_volt\_set in m2\_meter.c, (null)  
meter\_temp\_set in m2\_meter.c, (null)  
meter\_press\_set in m2\_meter.c, (null)

FILE: op\_set\_c.c

FUNCTION: idc\_output\_set\_cond(cond, id, val)  
controls\_lamp\_init in m1\_ctl\_fsm.c, (null)  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
controls\_engine\_lamp\_check in m1\_ctl\_mpc.c, (null)  
controls\_engine\_abort\_check in m1\_ctl\_mpc.c, (null)  
controls\_caution\_reset\_check in m1\_ctl\_mpc.c, (null)  
controls\_engine\_started in m1\_ctl\_mpc.c, (null)  
controls\_engine\_spooling\_down in m1\_ctl\_mpc.c, (null)  
controls\_engine\_abort in m1\_ctl\_mpc.c, (null)  
controls\_engine\_reset\_abort in m1\_ctl\_mpc.c, (null)  
controls\_engine\_overspeed in m1\_ctl\_mpc.c, (null)  
controls\_engine\_overspeed\_normal in m1\_ctl\_mpc.c, (null)  
controls\_low\_fuel\_on in m1\_ctl\_mpc.c, (null)  
controls\_low\_fuel\_off in m1\_ctl\_mpc.c, (null)  
controls\_low\_charge\_on in m1\_ctl\_mpc.c, (null)  
controls\_low\_charge\_off in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_level\_low in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_level\_normal in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_level\_low in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_level\_normal in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_filter\_clogged in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_filter\_normal in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_filter\_clogged in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_filter\_normal in m1\_ctl\_mpc.c, (null)  
controls\_engine\_fuel\_filter\_clogged in m1\_ctl\_mpc.c, (null)



controls\_engine\_fuel\_filter\_normal in m1\_ctl\_mpc.c, (null)  
controls\_right\_pump\_inoperative\_on in m1\_ctl\_mpc.c, (null)  
controls\_right\_pump\_inoperative\_off in m1\_ctl\_mpc.c, (null)  
controls\_left\_pump\_inoperative\_on in m1\_ctl\_mpc.c, (null)  
controls\_left\_pump\_inoperative\_off in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_temperature\_high in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_temperature\_normal in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_pressure\_low in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_pressure\_normal in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_temperature\_high in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_temperature\_normal in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_pressure\_low in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_pressure\_normal in m1\_ctl\_mpc.c, (null)  
controls\_caution\_lamp\_off\_check in m1\_ctl\_mpc.c, (null)  
controls\_warning\_lamp\_off\_check in m1\_ctl\_mpc.c, (null)  
controls\_ejection\_guard\_armed in m1\_ctl\_npc.c, (null)  
controls\_ejection\_guard\_safe in m1\_ctl\_npc.c, (null)  
controls\_set\_parking\_brake in m1\_ctl\_npc.c, (null)  
controls\_release\_parking\_brake in m1\_ctl\_npc.c, (null)  
controls\_breech\_ready\_check in m1\_ctl\_npc.c, (null)  
controls\_transfer\_semi\_heat in m1\_ctl\_npc.c, (null)  
controls\_transfer\_semi\_apds in m1\_ctl\_npc.c, (null)  
controls\_transfer\_hull\_heat in m1\_ctl\_npc.c, (null)  
controls\_transfer\_hull\_apds in m1\_ctl\_npc.c, (null)  
controls\_transfer\_no\_transfer in m1\_ctl\_npc.c, (null)  
controls\_transfer\_redist\_send in m1\_ctl\_npc.c, (null)  
controls\_transfer\_redist\_recv in m1\_ctl\_npc.c, (null)  
controls\_resupply\_empty in m1\_ctl\_npc.c, (null)  
controls\_show\_round in m1\_ctl\_npc.c, (null)  
controls\_unshow\_round in m1\_ctl\_npc.c, (null)  
controls\_turret\_ref\_ind in m1\_ctl\_npc.c, (null)  
controls\_show\_breech in m1\_ctl\_npc.c, (null)  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
controls\_gun\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_gun\_select\_init in m1\_ctl\_tpc.c, (null)  
controls\_ammo\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_ammo\_select\_init in m1\_ctl\_tpc.c, (null)  
controls\_laser\_malfunction\_set in m1\_ctl\_tpc.c, (null)  
controls\_laser\_malfunction\_reset in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_ready\_light\_on in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_ready\_light\_off in m1\_ctl\_tpc.c, (null)  
controls\_lamp\_init in m2\_ctl\_fsm.c, (null)  
controls\_hull\_slope\_ind in m2\_ctl\_hnp.c, (null)  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_pressure\_normal in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_temperature\_normal in m2\_ctl\_mpc.c, (null)  
controls\_coolant\_temperature\_normal in m2\_ctl\_mpc.c, (null)  
controls\_coolant\_level\_normal in m2\_ctl\_mpc.c, (null)  
controls\_fuel\_filter\_normal in m2\_ctl\_mpc.c, (null)  
controls\_air\_cleaner\_normal in m2\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_pressure\_normal in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_on in m2\_ctl\_mpc.c, (null)

controls\_engine\_accessory\_off in m2\_ctl\_mpc.c, (null)  
controls\_ramp\_unlocked\_on in m2\_ctl\_mpc.c, (null)  
controls\_ramp\_unlocked\_off in m2\_ctl\_mpc.c, (null)  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
controls\_turret\_stab\_on in m2\_ctl\_tdc.c, (null)  
controls\_turret\_stab\_off in m2\_ctl\_tdc.c, (null)  
controls\_turret\_slope\_ind in m2\_ctl\_tnp.c, (null)  
controls\_gunner\_brow\_pad\_on in m2\_ctl\_tnp.c, (null)  
controls\_commander\_brow\_pad\_on in m2\_ctl\_tnp.c, (null)  
controls\_rounds\_on\_board in m2\_ctl\_tnp.c, (null)  
controls\_receive\_off in m2\_ctl\_tnp.c, (null)  
controls\_receive\_on in m2\_ctl\_tnp.c, (null)  
controls\_send\_off in m2\_ctl\_tnp.c, (null)  
controls\_send\_on in m2\_ctl\_tnp.c, (null)  
controls\_internal\_off in m2\_ctl\_tnp.c, (null)  
controls\_internal\_on in m2\_ctl\_tnp.c, (null)  
controls\_hei\_off in m2\_ctl\_tnp.c, (null)  
controls\_hei\_on in m2\_ctl\_tnp.c, (null)  
controls\_apds\_off in m2\_ctl\_tnp.c, (null)  
controls\_apds\_on in m2\_ctl\_tnp.c, (null)  
controls\_tow\_off in m2\_ctl\_tnp.c, (null)  
controls\_tow\_on in m2\_ctl\_tnp.c, (null)  
controls\_dragon\_off in m2\_ctl\_tnp.c, (null)  
controls\_dragon\_on in m2\_ctl\_tnp.c, (null)  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
controls\_commander\_backup\_power\_on in m2\_ctl\_tpc.c, (null)  
controls\_commander\_backup\_power\_off in m2\_ctl\_tpc.c, (null)  
controls\_commander\_drive\_malfunction\_on in m2\_ctl\_tpc.c, (null)  
controls\_commander\_drive\_malfunction\_off in m2\_ctl\_tpc.c, (null)  
controls\_tow\_test\_on in m2\_ctl\_tpc.c, (null)  
controls\_tow\_test\_off in m2\_ctl\_tpc.c, (null)  
controls\_firectl\_arm\_on in m2\_ctl\_tpc.c, (null)  
controls\_firectl\_arm\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_ammo\_reversed\_on in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_ammo\_reversed\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_launcher\_on in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_launcher\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_circuit\_open in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_circuit\_closed in m2\_ctl\_tpc.c, (null)  
controls\_25\_mm\_gun\_malf\_on in m2\_ctl\_tpc.c, (null)  
controls\_25\_mm\_gun\_malf\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_drive\_malfunction\_on in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_drive\_malfunction\_off in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_tow in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_no\_round in m2\_ctl\_tpc.c, (null)  
controls\_turret\_ref\_ind in m2\_ctl\_tpc.c, (null)

controls\_bolt\_position\_neither in m2\_ctl\_tpc.c, (null)  
 controls\_bolt\_position\_sear in m2\_ctl\_tpc.c, (null)  
 controls\_low\_ammo\_off in m2\_ctl\_tpc.c, (null)  
 controls\_low\_ammo\_on in m2\_ctl\_tpc.c, (null)  
 controls\_missile1\_off in m2\_ctl\_tpc.c, (null)  
 controls\_missile1\_on in m2\_ctl\_tpc.c, (null)  
 controls\_missile2\_off in m2\_ctl\_tpc.c, (null)  
 controls\_missile2\_on in m2\_ctl\_tpc.c, (null)

FILE: op\_set\_ns.c

FUNCTION: idc\_output\_set\_ns(id, val)

idc\_output\_set\_ns\_cond in op\_set\_ns.c.c, (null)  
 controls\_driver\_panel\_light\_on in m1\_ctl\_mpc.c, (null)  
 controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
 controls\_resupply\_flash in m1\_ctl\_npc.c, (null)  
 controls\_fuel\_flash in m1\_ctl\_npc.c, (null)  
 controls\_commander\_panel\_light\_on in m1\_ctl\_tpc.c, (null)  
 controls\_commander\_fake\_light\_on in m1\_ctl\_tpc.c, (null)  
 controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
 controls\_master\_power\_off in m2\_ctl\_mpc.c, (null)  
 controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
 controls\_cool\_hi\_temp\_flash\_check in m2\_ctl\_mpc.c, (null)  
 controls\_cool\_lo\_level\_flash\_check in m2\_ctl\_mpc.c, (null)  
 controls\_trans\_oil\_pres\_lo\_flash\_check in m2\_ctl\_mpc.c, (null)  
 controls\_trans\_oil\_temp\_hi\_flash\_check in m2\_ctl\_mpc.c, (null)  
 controls\_fuel\_filt\_clog\_flash\_check in m2\_ctl\_mpc.c, (null)  
 controls\_launcher\_up\_flash\_check in m2\_ctl\_mpc.c, (null)  
 controls\_air\_clean\_clog\_flash\_check in m2\_ctl\_mpc.c, (null)  
 controls\_eng\_oil\_pres\_lo\_flash\_check in m2\_ctl\_mpc.c, (null)  
 controls\_ammo\_panel\_test\_on in m2\_ctl\_tnp.c, (null)  
 controls\_receive\_flash\_check in m2\_ctl\_tnp.c, (null)  
 controls\_send\_flash\_check in m2\_ctl\_tnp.c, (null)  
 controls\_internal\_flash\_check in m2\_ctl\_tnp.c, (null)  
 controls\_hei\_flash\_check in m2\_ctl\_tnp.c, (null)  
 controls\_apds\_flash\_check in m2\_ctl\_tnp.c, (null)  
 controls\_tow\_flash\_check in m2\_ctl\_tnp.c, (null)  
 controls\_dragon\_flash\_check in m2\_ctl\_tnp.c, (null)  
 controls\_receive\_off in m2\_ctl\_tnp.c, (null)  
 controls\_send\_off in m2\_ctl\_tnp.c, (null)  
 controls\_internal\_off in m2\_ctl\_tnp.c, (null)  
 controls\_hei\_off in m2\_ctl\_tnp.c, (null)  
 controls\_apds\_off in m2\_ctl\_tnp.c, (null)  
 controls\_tow\_off in m2\_ctl\_tnp.c, (null)  
 controls\_dragon\_off in m2\_ctl\_tnp.c, (null)  
 controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
 controls\_commander\_panel\_test\_on in m2\_ctl\_tpc.c, (null)  
 controls\_bolt\_position\_neither in m2\_ctl\_tpc.c, (null)  
 controls\_low\_ammo\_off in m2\_ctl\_tpc.c, (null)  
 controls\_missile1\_off in m2\_ctl\_tpc.c, (null)  
 controls\_missile2\_off in m2\_ctl\_tpc.c, (null)  
 controls\_sear\_flash\_check in m2\_ctl\_tpc.c, (null)  
 controls\_low\_ammo\_flash\_check in m2\_ctl\_tpc.c, (null)  
 controls\_missile1\_flash\_check in m2\_ctl\_tpc.c, (null)  
 controls\_missile2\_flash\_check in m2\_ctl\_tpc.c, (null)

FILE: op\_set\_ns.c.c

FUNCTION: idc\_output\_set\_ns\_cond(cond, id, val)  
controls\_resupply\_unflash in m1\_ctl\_npc.c, (null)  
controls\_fuel\_unflash in m1\_ctl\_npc.c, (null)  
controls\_cool\_hi\_temp\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_cool\_lo\_level\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_trans\_oil\_pres\_lo\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_trans\_oil\_temp\_hi\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_fuel\_filt\_clog\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_launcher\_up\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_air\_clean\_clog\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_eng\_oil\_pres\_lo\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_receive\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_send\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_internal\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_hei\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_apds\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_tow\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_dragon\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_sear\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_low\_ammo\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_missile1\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_missile2\_flash\_check in m2\_ctl\_tpc.c, (null)

FILE: respond.c

FUNCTION: idc\_respond(id)

**DIRECTORY:** ./common/libsrc/libiv

FILE: ivclient.c

FUNCTION: IntervisibilityNoopRequest(clientFunc, clientArg)

calledBy:

IntervisibilitySynchronize in ivclient.c, (null)

FUNCTION: IntervisibilitySimpleRequest(from, to, height, clientFunc, clientArg)

calledBy:

main in ivclient.c, (null)

FUNCTION: IntervisibilityInterVehicleRequest(fromVehicleID, from, toVehicleID, to, height, clientFunc, clientArg)

calledBy:

SubmitIvsvrRequest in ivsvrif.c, (null)

FUNCTION: IntervisibilityResponseCheck()

calledBy:

IntervisibilitySynchronize in ivclient.c, (null)

main in ivclient.c, (null)

FUNCTION: \_SyncHandler(arg)

FUNCTION: IntervisibilitySynchronize(reps)

calledBy:

main in ivclient.c, (null)

FILE: ivcommon.c

FUNCTION: IntervisibilityInitSetup(str)

calledBy:

main in ivclient.c, (null)

OnceOnlyInitialization in ivsvr.c, (null)

FUNCTION: IntervisibilityInit(mode)

calledBy:

main in ivclient.c, (null)

OnceOnlyInitialization in ivsvr.c, (null)  
FUNCTION: IntervisibilityUnInit()  
FUNCTION: GetIntervisibilityChannelID()  
calledBy:  
IntervisibilityNoopRequest in ivclient.c, (null)  
IntervisibilitySimpleRequest in ivclient.c, (null)  
IntervisibilityInterVehicleRequest in ivclient.c, (null)  
IntervisibilityResponseCheck in ivclient.c, (null)  
IntervisibilityNoopResponse in ivserver.c, (null)  
IntervisibilitySimpleResponse in ivserver.c, (null)  
IntervisibilityInterVehicleResponse in ivserver.c, (null)  
IntervisibilityRequestCheck in ivserver.c, (null)  
FUNCTION: GetUniqueID()  
calledBy:  
IntervisibilityNoopRequest in ivclient.c, (null)  
IntervisibilitySimpleRequest in ivclient.c, (null)  
IntervisibilityInterVehicleRequest in ivclient.c, (null)  
FILE: ivrequest.c  
FUNCTION: AllocIVRequestHandler()  
calledBy:  
IntervisibilityNoopRequestHandlerSet in ivserver.c, (null)  
IntervisibilitySimpleRequestHandlerSet in ivserver.c, (null)  
IntervisibilityInterVehicleRequestHandlerSet in ivserver.c, (null)  
FUNCTION: FreeIVRequestHandler(reqHand)  
FUNCTION: GetIVRequestHandlerByType(requestType)  
calledBy:  
IntervisibilityRequestCheck in ivserver.c, (null)  
FUNCTION: LinkIVRequestHandler(reqHand)  
calledBy:  
IntervisibilityNoopRequestHandlerSet in ivserver.c, (null)  
IntervisibilitySimpleRequestHandlerSet in ivserver.c, (null)  
IntervisibilityInterVehicleRequestHandlerSet in ivserver.c, (null)  
FUNCTION: UnlinkIVRequestHandler(reqHand)  
FUNCTION: NoopIVRequestHandler(reqHand, request, clientAddr)  
FUNCTION: SimpleIVRequestHandler(reqHand, request, clientAddr)  
FUNCTION: InterVehicleIVRequestHandler(reqHand, request, clientAddr)  
FILE: ivresponse.c  
FUNCTION: AllocIVResponseHandler()  
calledBy:  
IntervisibilityNoopRequest in ivclient.c, (null)  
IntervisibilitySimpleRequest in ivclient.c, (null)  
IntervisibilityInterVehicleRequest in ivclient.c, (null)  
FUNCTION: FreeIVResponseHandler(respHand)  
calledBy:  
IntervisibilityNoopRequest in ivclient.c, (null)  
IntervisibilitySimpleRequest in ivclient.c, (null)  
IntervisibilityInterVehicleRequest in ivclient.c, (null)  
IntervisibilityResponseCheck in ivclient.c, (null)  
FUNCTION: GetIVResponseHandlerByID(requestID)  
calledBy:  
IntervisibilityResponseCheck in ivclient.c, (null)  
FUNCTION: LinkIVResponseHandler(respHand)  
calledBy:  
IntervisibilityNoopRequest in ivclient.c, (null)

IntervisibilitySimpleRequest in ivclient.c, (null)  
 IntervisibilityInterVehicleRequest in ivclient.c, (null)  
**FUNCTION:** UnlinkIVResponseHandler(respHand)  
 calledBy:  
     IntervisibilityResponseCheck in ivclient.c, (null)  
**FUNCTION:** NoopIVResponseHandler(respHand, response)  
**FUNCTION:** SimpleIVResponseHandler(respHand, response)  
**FUNCTION:** InterVehicleIVResponseHandler(respHand, response)  
**FILE:** ivserver.c  
**FUNCTION:** IntervisibilityNoopRequestHandlerSet(serverFunc, serverArg)  
 calledBy:  
     OnceOnlyInitialization in ivsvr.c, (null)  
**FUNCTION:** IntervisibilityNoopResponse(responseID, clientAddr)  
 calledBy:  
     NoopRequestHandler in ivsvr.c, (null)  
**FUNCTION:** IntervisibilitySimpleRequestHandlerSet(serverFunc, serverArg)  
 calledBy:  
     OnceOnlyInitialization in ivsvr.c, (null)  
**FUNCTION:** IntervisibilitySimpleResponse(responseID, obstructed, clientAddr)  
 calledBy:  
     SimpleRequestHandler in ivsvr.c, (null)  
**FUNCTION:** IntervisibilityInterVehicleRequestHandlerSet(serverFunc, serverArg)  
 calledBy:  
     OnceOnlyInitialization in ivsvr.c, (null)  
**FUNCTION:** IntervisibilityInterVehicleResponse(responseID, obstructed, clientAddr)  
 calledBy:  
     InterVehicleRequestHandler in ivsvr.c, (null)  
**FUNCTION:** IntervisibilityRequestCheck()  
 calledBy:  
     main in ivsvr.c, (null)

# **DIRECTORY: /common/libsrc/libkeybrd**

**FILE:** close.c

**FUNCTION:** keybrd\_tty\_close(desc)  
 calledBy:  
     main in svtst.c, (null)  
     keyboard\_exit\_gracefully in niu\_keybrd.c, (null)  
     exit\_gracefully in calibrate.c, (null)  
     exit\_gracefully in ncalib.c, (null)  
     exit\_gracefully in panel\_test.c, (null)  
     keyboard\_exit\_gracefully in kato\_keybrd.c, (null)  
     D6\_close in D6\_libry.c, (null)  
     drivers\_display\_uninit in drv\_display.c, (null)  
     sard\_uninit in way\_ed.c, (null)  
     SbClose in sbcustom.c, (null)  
     keyboard\_exit\_gracefully in m1\_keybrd.c, (null)  
     keyboard\_exit\_gracefully in m2\_keybrd.c, (null)

**FILE:** init.c

**FUNCTION:** keybrd\_tty\_init(tty, mode)  
 calledBy:  
     tty\_setup\_modes in init.c, IFNDEF SIMBFLY, IFDEF \_GT\_  
     QuitCheck in tfx.c, IFDEF \_GT\_  
     main in svtst.c, (null)

keyboard\_init in niu\_keybrd.c, (null)  
main in calibrate.c, (null)  
main in ncalib.c, (null)  
main in panel\_test.c, (null)  
keyboard\_setup\_terminal in kato\_keybrd.c, (null)  
D6\_open in D6\_libry.c, (null)  
drivers\_display\_init in drv\_display.c, (null)  
sad\_init in way\_ed.c, (null)  
SbOpen in sbcustom.c, (null)  
keyboard\_setup\_terminal in m1\_keybrd.c, (null)  
keyboard\_setup\_terminal in m2\_keybrd.c, IFNDEF SIMBFLY, IFDEF \_GT\_

FILE: read.c

FUNCTION: keybrd\_tty\_read(desc)

calledBy:

tty\_getchar in get.c, IFNDEF SIMBFLY, IFDEF \_GT\_  
QuitCheck in tfx.c, IFDEF \_GT\_  
main in svtst.c, (null)  
keyboard\_simul in niu\_keybrd.c, (null)  
calib\_get\_mode in calibrate.c, (null)  
calib\_file\_nomatch in calibrate.c, (null)  
calib\_create\_mode in calibrate.c, (null)  
calib\_edit\_mode in calibrate.c, (null)  
get\_pos in calibrate.c, (null)  
calib\_get\_mode in ncalib.c, (null)  
calib\_file\_nomatch in ncalib.c, (null)  
calib\_create\_mode in ncalib.c, (null)  
calib\_edit\_mode in ncalib.c, (null)  
get\_pos in ncalib.c, (null)  
main in panel\_test.c, (null)  
alpha\_display in pnl\_tst\_alp.c, (null)  
lamp\_toggle in pnl\_tst\_bin.c, (null)  
digital\_display in pnl\_tst\_dig.c, (null)  
check\_for\_control\_changes in pnl\_tst\_inp.c, (null)  
meter\_toggle in pnl\_tst\_met.c, (null)  
meter16\_toggle in pnl\_tst\_met.c, (null)  
sad\_display in pnl\_tst\_sad.c, (null)  
get\_sound\_command in pnl\_tst\_snd.c, (null)  
main in panel\_test.c, (null)  
alpha\_display in pnl\_tst\_alp.c, (null)  
lamp\_toggle in pnl\_tst\_bin.c, (null)  
digital\_display in pnl\_tst\_dig.c, (null)  
check\_for\_control\_changes in pnl\_tst\_inp.c, (null)  
meter\_toggle in pnl\_tst\_met.c, (null)  
meter16\_toggle in pnl\_tst\_met.c, (null)  
sad\_display in pnl\_tst\_sad.c, (null)  
get\_sound\_command in pnl\_tst\_snd.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
D6\_read\_char in D6\_libry.c, (null)  
D6\_check\_in\_buff in D6\_libry.c, (null)  
D6\_reset in D6\_libry.c, (null)  
D6\_get\_firmware in D6\_libry.c, (null)  
D6\_get\_config in D6\_libry.c, (null)  
D6\_get\_diagn in D6\_libry.c, (null)  
waypoint\_editor in way\_ed.c, (null)

SbClearInput in sbcustom.c, (null)  
 keyboard\_simul in m1\_keybrd.c, (null)  
 keyboard\_simul in m2\_keybrd.c, IFNDEF SIMBFLY

FILE: reset.c

FUNCTION: keybrd\_tty\_reset(desc)  
 keyboard\_exit\_gracefully in niu\_keybrd.c, (null)  
 exit\_gracefully in calibrate.c, (null)  
 exit\_gracefully in ncalib.c, (null)  
 exit\_gracefully in panel\_test.c, (null)  
 keyboard\_reset\_terminal in kato\_keybrd.c, (null)  
 drivers\_display\_uninit in drv\_display.c, (null)  
 sad\_minix in way\_ed.c, (null)  
 keyboard\_reset\_terminal in m1\_keybrd.c, (null)  
 keyboard\_reset\_terminal in m2\_keybrd.c, IFNDEF SIMBFLY, IFDEF \_GT\_

FILE: write.c

FUNCTION: keybrd\_tty\_write(desc, data, size)  
 calledBy:  
 D6\_write in D6\_libry.c, (null)  
 drivers\_display in drv\_display.c, (null)  
 SbOutput in sbcustom.c, (null)

DIRECTORY: /common/libsrc/liblist

FILE: lappend.c

FUNCTION: ListAppend(list, link)  
 calledBy:  
 FreeChannel in chchannel.c, (null)  
 LinkChannel in chchannel.c, (null)  
 FreeIVRequestHandler in ivrequest.c, (null)  
 LinkIVRequestHandler in ivrequest.c, (null)  
 FreeIVResponseHandler in ivresponse.c, (null)  
 LinkIVResponseHandler in ivresponse.c, (null)

FILE: linit.c

FUNCTION: ListInit(list)

FILE: linitlink.c

FUNCTION: ListInitLink(link, self)  
 calledBy:  
 AllocChannel in chchannel.c, (null)  
 AllocIVRequestHandler in ivrequest.c, (null)  
 AllocIVResponseHandler in ivresponse.c, (null)

FILE: lprepend.c

FUNCTION: ListPrepend(list, link)

FILE: lunlink.c

FUNCTION: ListUnlink(list, link)  
 calledBy:  
 AllocChannel in chchannel.c, (null)  
 UnlinkChannel in chchannel.c, (null)  
 AllocIVRequestHandler in ivrequest.c, (null)  
 UnlinkIVRequestHandler in ivrequest.c, (null)  
 AllocIVResponseHandler in ivresponse.c, (null)  
 UnlinkIVResponseHandler in ivresponse.c, (null)

DIRECTORY: /common/libsrc/liblogutil

FILE: lg\_avail.c



FUNCTION: (\*avail\_reply)()  
FUNCTION: logger\_process\_avail\_reply(pdu, originator)  
    calledBy:  
        logger\_process\_pkt in lg\_process.c, (null)  
FUNCTION: logger\_available(net\_handle, return\_address, reply)  
FILE: lg\_command.c  
FUNCTION: logger\_record(logger\_handle)  
FUNCTION: logger\_play(logger\_handle, is\_looping, racal\_present, medium,  
    nvolumes, file\_names, filter\_out\_stealth, eof\_callback, eof\_arg)  
FUNCTION: logger\_suspend(logger\_handle)  
FUNCTION: logger\_continue(logger\_handle)  
    calledBy:  
        logger\_process\_command\_ack in lg\_command.c, (null)  
FUNCTION: logger\_stop(logger\_handle)  
FUNCTION: logger\_seek\_absolute(logger\_handle, seconds)  
FUNCTION: logger\_seek\_relative(logger\_handle, seconds)  
FUNCTION: logger\_speed(logger\_handle, factor)  
FUNCTION: send\_logger\_command(pdu, logger\_handle)  
    calledBy:  
        logger\_play in lg\_command.c, (null)  
        logger\_suspend in lg\_command.c, (null)  
        logger\_continue in lg\_command.c, (null)  
        logger\_stop in lg\_command.c, (null)  
        logger\_seek\_absolute in lg\_command.c, (null)  
        logger\_seek\_relative in lg\_command.c, (null)  
        logger\_speed in lg\_command.c, (null)  
FUNCTION: logger\_process\_command\_ack(logger\_handle)  
    calledBy:  
        logger\_process\_pkt in lg\_process.c, (null)  
FUNCTION: logger\_process\_command\_nak(logger\_handle)  
    calledBy:  
        logger\_process\_pkt in lg\_process.c, (null)  
FILE: lg\_connect.c  
FUNCTION: logger\_connect(address, return\_address, net\_handle, callback, call\_arg,  
    logger\_msg\_handler, msg\_arg)  
FUNCTION: logger\_disconnect(logger\_handle)  
FUNCTION: logger\_process\_disconnect\_ack(logger\_handle)  
    calledBy:  
        logger\_process\_pkt in lg\_process.c, (null)  
FUNCTION: logger\_process\_disconnect\_nak(logger\_handle)  
    calledBy:  
        logger\_process\_pkt in lg\_process.c, (null)  
FUNCTION: logger\_cancel\_connect(logger\_handle)  
    calledBy:  
        logger\_process\_connect\_nak in lg\_connect.c, (null)  
FUNCTION: logger\_add\_logger()  
    calledBy:  
        logger\_connect in lg\_connect.c, (null)  
FUNCTION: logger\_remove\_logger(logger)  
    calledBy:  
        logger\_connect in lg\_connect.c, (null)  
        logger\_process\_disconnect\_ack in lg\_connect.c, (null)  
        logger\_cancel\_connect in lg\_connect.c, (null)  
FUNCTION: logger\_process\_connect\_ack(logger\_handle)

calledBy:  
    logger\_process\_pkt in lg\_process.c, (null)  
FUNCTION: logger\_process\_connect\_nak(logger\_handle)  
    calledBy:  
        logger\_process\_pkt in lg\_process.c, (null)  
FILE: lg\_error.c  
    FUNCTION: logger\_get\_error\_description(handle)  
    FUNCTION: logger\_get\_error\_number(handle)  
    FUNCTION: logger\_get\_last\_error\_description()  
    FUNCTION: logger\_get\_last\_error\_number()  
    FUNCTION: logger\_error(handle, error\_num, err\_string)  
        calledBy:  
            logger\_available in lg\_avail.c, (null)  
            send\_logger\_command in lg\_command.c, (null)  
            logger\_process\_command\_ack in lg\_command.c, (null)  
            logger\_process\_command\_nak in lg\_command.c, (null)  
            logger\_connect in lg\_connect.c, (null)  
            logger\_disconnect in lg\_connect.c, (null)  
            logger\_process\_disconnect\_nak in lg\_connect.c, (null)  
            logger\_process\_pkt in lg\_process.c, (null)  
            logger\_process\_pkt in lg\_process.c, IFDEF LOGGER\_POINT\_TO\_POINT  
            logger\_process\_pkt in lg\_process.c, (null)  
    FUNCTION: logger\_state\_error(logger, command)  
        calledBy:  
            logger\_get\_next\_state in lg\_state.c, (null)  
FILE: lg\_info.c  
    FUNCTION: logger\_process\_info\_pkt(logger\_handle, info)  
        calledBy:  
            logger\_process\_pkt in lg\_process.c, (null)  
FILE: lg\_process.c  
    FUNCTION: logger\_process\_pkt(pdu, originator)  
FILE: lg\_state.c  
    FUNCTION: logger\_get\_next\_state(logger, command)  
        calledBy:  
            logger\_record in lg\_command.c, (null)  
            logger\_play in lg\_command.c, (null)  
            logger\_suspend in lg\_command.c, (null)  
            logger\_continue in lg\_command.c, (null)  
            logger\_stop in lg\_command.c, (null)  
            logger\_seek\_absolute in lg\_command.c, (null)  
            logger\_seek\_relative in lg\_command.c, (null)  
            logger\_speed in lg\_command.c, (null)  
FILE: lg\_status.c  
    FUNCTION: logger\_status(handle, status\_func)  
    FUNCTION: logger\_process\_status\_reply()  
        calledBy:  
            logger\_process\_pkt in lg\_process.c, (null)  
FILE: lg\_util.c  
    FUNCTION: logger\_init\_logger\_pdu(packet, kind, destination)  
        calledBy:  
            logger\_available in lg\_avail.c, (null)  
            send\_logger\_command in lg\_command.c, (null)  
            logger\_connect in lg\_connect.c, (null)  
            logger\_disconnect in lg\_connect.c, (null)

**DIRECTORY: /common/libsrc/libmatrix**

FILE: d2f\_m\_copy.c

FUNCTION: d2f\_mat\_copy(src, dst)

calledBy:

- format\_vehicle\_appearance in appearance.c, (null)
- format\_stealth\_appearance in appearance.c, (null)
- network\_send\_missile\_appearance in missile.c, (null)
- ldam\_draw\_game\_over in het\_md.c, (null)
- ldam\_draw\_glare in het\_vg.c, (null)

FILE: d2f\_v\_copy.c

FUNCTION: d2f\_vec\_copy(src, dst)

calledBy:

- cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)
- cig\_msg\_my\_veh\_state in niu\_cig.c, IFDEF floats
- network\_send\_missile\_appearance in amissile\_app.c, (null)
- format\_vehicle\_appearance in appearance.c, (null)
- format\_stealth\_appearance in appearance.c, (null)
- missile\_util\_comm\_fire\_missile in util\_comm.c, (null)
- missile\_util\_comm\_release\_sub\_munition in util\_comm.c, (null)
- msg\_process\_othervehs in adj\_otherveh.c, (null)
- weapons\_fire\_round in m2\_weapons.c, (null)

FILE: elr\_copy.c

FUNCTION: elr\_copy(from, to)

calledBy:

- make\_e in make\_e.c, (null)

FILE: elr\_elr\_cat.c

FUNCTION: elr\_elr\_cat(A\_e\_B0, B0\_e\_B, A\_e\_B)

FILE: elr\_form.c

FUNCTION: elr\_form(axis, angle, result)

FILE: elr\_ident.c

FUNCTION: elr\_ident(e)

FILE: elr\_to\_mat.c

FUNCTION: elr\_to\_mat(A\_e\_B, A\_c\_B)

FILE: elr\_transp.c

FUNCTION: elr\_transpose(e, result)

FILE: f2d\_m\_copy.c

FUNCTION: f2d\_mat\_copy(src, dst)

calledBy:

- cig\_msg\_my\_veh\_state in niu\_cig.c, IFNDEF floats
- get\_packet\_parameters in kato\_control.c, (null)

FILE: f2d\_v\_copy.c

FUNCTION: f2d\_vec\_copy(src, dst)

calledBy:

- get\_packet\_parameters in kato\_control.c, (null)
- ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)
- ldam\_check\_failures in het\_ldam.c, (null)
- missile\_target\_intercept in targ\_intrcpt.c, (null)
- process\_msg\_hit\_return in proc\_hit.c, (null)

FILE: fm\_check.c

FUNCTION: fmat\_check(m)

calledBy:

- network\_send\_missile\_appearance in amissile\_app.c, (null)

format\_vehicle\_appearance in appearance.c, IF 0  
format\_stealth\_appearance in appearance.c, IF 0  
network\_send\_missile\_appearance in missile.c, (null)

FILE: fm\_copy.c

FUNCTION: fmat\_copy(from, to)

calledBy:

fmat\_check in fm\_check.c, (null)  
fmat\_transpose in fmat\_transp.c, (null)  
rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
rva\_smooth\_dead\_reckon in rva\_smooth.c, (null)  
cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)  
rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
msg\_process\_othervehs in adj\_otherveh.c, (null)

FILE: fm\_id\_init.c

FUNCTION: fmat\_ident\_init(m)

calledBy:

rva\_smooth\_init\_veh in rva\_smooth.c, (null)  
network\_init\_thresholds in nwk\_thresh.c, (null)  
rva\_smooth\_init\_veh in rva\_smooth.c, (null)  
network\_init\_thresholds in thresh.c, (null)  
ldam\_draw\_glare in het\_vg.c, (null)

FILE: fm\_m\_mul.c

FUNCTION: fmat\_mat\_mul(m1, m2, result)

calledBy:

rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
rva\_smooth\_dead\_reckon in rva\_smooth.c, (null)  
rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
rva\_smooth\_dead\_reckon in rva\_smooth.c, (null)  
ldam\_draw\_glare in het\_vg.c, (null)

FILE: fm\_r\_init.c

FUNCTION: fmat\_rot\_init(m, theta, rot\_axis)

calledBy:

cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
add\_staticveh\_state\_to\_cig\_msg in pre\_stat\_veh.c, (null)

FILE: fmat\_dump.c

FUNCTION: fmat\_dump(str, mat)

calledBy:

format\_vehicle\_appearance in appearance.c, IF 0  
format\_stealth\_appearance in appearance.c, IF 0

FILE: fmat\_r\_init2.c

FUNCTION: fmat\_rot\_init2(m, sin\_theta, rot\_axis)

calledBy:

rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)

FILE: fmat\_sub.c

FUNCTION: fmat\_sub(m1, m2, result)

FILE: fmat\_transp.c

FUNCTION: fmat\_transpose(m, result)

calledBy:

fmat\_check in fm\_check.c, (null)  
rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
cig\_msg\_my\_veh\_state in niu\_cig.c, IFDEF floats  
cig\_msg\_my\_veh\_state in niu\_cig.c, IFNDEF floats

FILE: fv\_check.c

FUNCTION: fvec\_check(v)  
calledBy:  
    fmat\_check in fmat\_check.c, (null)  
FILE: fv\_d\_prod.c  
FUNCTION: fvec\_dot\_prod(v1, v2)  
FILE: fv\_m\_mul.c  
FUNCTION: fvec\_mat\_mul(v, m, result)  
calledBy:  
    cig\_msg\_my\_veh\_state in niu\_cig.c, IFDEF floats  
FILE: fv\_scale.c  
FUNCTION: fvec\_scale(v, scale\_factor, result)  
calledBy:  
    cig\_msg\_my\_veh\_state in niu\_cig.c, IFDEF floats  
FILE: fv\_x\_prod.c  
FUNCTION: fvec\_cross\_prod(v1, v2, result)  
FILE: fvec\_add.c  
FUNCTION: fvec\_add(v1, v2, result)  
FILE: fvec\_copy.c  
FUNCTION: fvec\_copy(from, to)  
calledBy:  
    rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
    rva\_smooth\_dead\_reckon in rva\_smooth.c, (null)  
    rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
    rva\_smooth\_dead\_reckon in rva\_smooth.c, (null)  
    network\_send\_ground\_impact in gnd\_impact.c, (null)  
    network\_send\_impact in impact.c, (null)  
    network\_send\_laser\_range in laser\_detect.c, IFDEF notdef  
    network\_send\_laser\_range in laser\_fire.c, IFDEF notdef  
    network\_send\_missile\_fire\_pkt in missile.c, (null)  
    network\_send\_non\_impact in non\_impact.c, (null)  
    network\_send\_projectile\_fire\_pkt in proj\_fire.c, (null)  
    network\_send\_prox\_impact in prox\_impact.c, (null)  
    network\_send\_shell\_fire\_pkt in shell\_fire.c, (null)  
    network\_send\_vehicle\_impact in veh\_impact.c, (null)  
    network\_send\_vehicle\_impact\_dg in veh\_impact\_dg.c, (null)  
FILE: fvec\_dump.c  
FUNCTION: fvec\_dump(str, v)  
calledBy:  
    format\_vehicle\_appearance in appearance.c, IF 0  
    format\_stealth\_appearance in appearance.c, IF 0  
FILE: fvec\_norm.c  
FUNCTION: fvec\_normalize(v, result)  
calledBy:  
    network\_send\_missile\_appearance in amissile\_app.c, (null)  
FILE: fvec\_sub.c  
FUNCTION: fvec\_sub(v1, v2, result)  
calledBy:  
    network\_send\_vehicle\_impact in veh\_impact.c, (null)  
    network\_send\_vehicle\_impact\_dg in veh\_impact\_dg.c, (null)  
FILE: libmatrix.c  
FUNCTION: vec\_init(v)  
calledBy:  
    lock\_on\_target\_vehicle in kato\_attach.c, (null)  
    controller\_init in kato\_control.c, (null)

controller\_controls\_zero in kato\_control.c, (null)  
 controller\_angular\_control in kato\_control.c, (null)  
 bigwheel\_veh\_init in veh\_init.c, (null)  
 kinematics\_move\_vehicle in move\_veh.c, (null)  
 rotate\_relate\_init in rot\_relate.c, (null)  
 rotate\_calculate\_loc in rot\_transf.c, (null)  
 turret\_set\_srb\_sys in turret.c, (null)  
 weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
 weapons\_fire\_round in m2\_weapons.c, (null)  
 FUNCTION: vec\_copy(from, to)  
 calledBy:  
 IntervisibilitySimpleRequest in ivclient.c, (null)  
 IntervisibilityInterVehicleRequest in ivclient.c, (null)  
 vec\_cross\_prod in vec\_x\_prod.c, (null)  
 rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
 SubmitIvsrvRequest in ivsvrif.c, (null)  
 LocationVehicle in object.c, (null)  
 SaveSensorState in sensor.c, (null)  
 config\_pos\_init in config\_read.c, (null)  
 config\_pos\_init2 in config\_read.c, (null)  
 rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
 lock\_on\_target\_vehicle in kato\_attach.c, (null)  
 controller\_simul in kato\_control.c, (null)  
 controller\_init\_orientation in kato\_control.c, (null)  
 controller\_init\_offsets in kato\_control.c, (null)  
 controller\_init\_vehicle in kato\_control.c, (null)  
 controller\_mimic\_driver in kato\_control.c, (null)  
 controller\_mimic\_gunner in kato\_control.c, (null)  
 controller\_terrain\_follow in kato\_control.c, (null)  
 get\_packet\_parameters in kato\_control.c, (null)  
 process\_teleport in kato\_network.c, (null)  
 nlos\_simul in kato\_nlos.c, (null)  
 nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)  
 format\_vehicle\_appearance in appearance.c, (null)  
 format\_stealth\_appearance in appearance.c, (null)  
 network\_send\_ground\_impact in gnd\_impact.c, (null)  
 network\_send\_impact in impact.c, (null)  
 network\_send\_missile\_appearance in missile.c, (null)  
 network\_send\_missile\_fire\_pkt in missile.c, (null)  
 network\_send\_non\_impact in non\_impact.c, (null)  
 network\_send\_projectile\_fire\_pkt in proj\_fire.c, (null)  
 network\_send\_prox\_impact in prox\_impact.c, (null)  
 network\_send\_shell\_fire\_pkt in shell\_fire.c, (null)  
 network\_send\_vehicle\_impact in veh\_impact.c, (null)  
 network\_send\_vehicle\_impact\_dg in veh\_impact\_dg.c, (null)  
 bigwheel\_veh\_init in veh\_init.c, (null)  
 het\_calib\_compute\_veh\_to\_transmitter\_matrix in het\_calib.c, (null)  
 het\_simul in het\_kin.c, IFNDEF DEBUGGING\_LDAM  
 ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
 ldam\_check\_vg in het\_vg.c, (null)  
 kinematics\_update\_rva in update.c, (null)  
 kinematics\_pos\_init in veh\_init.c, (null)  
 missile\_adat\_fire in miss\_adat.c, (null)  
 missile\_atgm\_fire in miss\_atgm.c, (null)

missile\_atgm\_fly in miss\_atgm.c, (null)  
 missile\_hellfire\_fire in miss\_hellfr.c, (null)  
 missile\_kem\_fire in miss\_kem.c, (null)  
 missile\_kem\_update\_guidance in miss\_kem.c, (null)  
 missile\_maverick\_fire in miss\_maverck.c, (null)  
 missile\_maverick\_fly in miss\_maverck.c, (null)  
 missile\_nlos\_fire in miss\_nlos.c, (null)  
 missile\_stinger\_fire in miss\_stinger.c, (null)  
 missile\_tow\_fire in miss\_tow.c, (null)  
 missile\_hydra\_fire in rkt\_hydra.c, (null)  
 missile\_target\_agm in targ\_agm.c, (null)  
 missile\_target\_ground in targ\_ground.c, (null)  
 missile\_target\_intercept\_pre\_burnout in targ\_intrcpt.c, (null)  
 missile\_target\_intercept in targ\_intrcpt.c, (null)  
 missile\_target\_point in targ\_point.c, (null)  
 missile\_target\_pursuit in targ\_pursuit.c, (null)  
 missile\_util\_comm\_fire\_missile in util\_comm.c, (null)  
 missile\_util\_comm\_check\_timer in util\_comm.c, (null)  
 missile\_util\_comm\_release\_sub\_munition in util\_comm.c, (null)  
 missile\_util\_flyout in util\_flyout.c, (null)  
 missile\_util\_ball\_flyout in util\_flyout.c, (null)  
 config\_pos\_init in config\_read.c, (null)  
 config\_pos\_init2 in config\_read.c, (null)  
 msg\_enqueue\_static\_msg in stat\_queue.c, (null)  
 msg\_get\_next\_static\_msg in stat\_queue.c, (null)  
 kinematics\_update\_rva in update.c, (null)  
 kinematics\_pos\_init in veh\_init.c, (null)  
 rotate\_set\_stab\_point\_in\_coordinates in rot\_element.c, (null)  
 rotate\_set\_loc in rot\_element.c, (null)  
 rotate\_set\_location in rot\_relate.c, (null)  
 rotate\_get\_loc in rot\_transf.c, (null)  
 rotate\_calculate\_loc in rot\_transf.c, (null)  
 suspension\_params in susp\_params.c, (null)  
 turret\_set\_stab\_vector in turret.c, (null)

FUNCTION: vec\_normalize(v, result)

mat\_fix\_matrix in libmatrix.c, (null)  
 mat\_fix\_matrix in m\_fix\_m.c, (null)  
 tracks\_calc\_unit\_normal in h\_to\_w.c, (null)  
 lock\_on\_target\_vehicle in kato\_attach.c, (null)  
 bigwheel\_calc\_unit\_normal in calc\_u\_norm.c, (null)  
 het\_calibrate\_head\_eye\_tracker in het\_calib.c, (null)  
 het\_calib\_compute\_veh\_to\_transmitter\_matrix in het\_calib.c, (null)  
 compute\_fudge\_matrix in het\_calib.c, IFDEF notdef  
 compute\_eye\_vector in het\_inter.c, (null)  
 compute\_eye\_vector in het\_kin.c, (null)  
 ldam\_check\_failures in het\_ldam.c, (null)  
 ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
 ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
 compute\_pseudo\_gaze in het\_ldam.c, (null)  
 ldam\_draw\_sensor\_burn in het\_sb.c, (null)  
 ldam\_draw\_scotoma in het\_sc.c, (null)  
 ldam\_draw\_glare in het\_vg.c, (null)  
 rotate\_init\_element in rot\_element.c, (null)  
 rotate\_init\_stab\_element in rot\_element.c, (null)

rotate\_set\_stab\_vector\_in\_coordinates in rot\_element.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 suspension in susp\_simul.c, (null)  
 FUNCTION: vec\_check(v)  
   calledBy:  
     mat\_check in mat\_check.c, (null)  
     turret\_set\_stab\_vector in turret.c, (null)  
 FUNCTION: vec\_scale(v, scale\_factor, result)  
   calledBy:  
     mat\_fix\_matrix in libmatrix.c, (null)  
     mat\_fix\_matrix in m\_fix\_m.c, (null)  
     vec\_elr\_transform in v\_e\_transf.c, (null)  
     tdh\_get\_hull\_to\_world in h\_to\_w.c, (null)  
     cig\_msg\_my\_veh\_state in niu\_cig.c, IFNDEF floats  
     controller\_velocity\_attach in kato\_control.c, (null)  
     controller\_calc\_air\_speed in kato\_control.c, (null)  
     nlos\_set\_waypoint\_at\_present\_yaw in kato\_nlos.c, (null)  
     nlos\_set\_pre\_terminal\_view\_point in kato\_nlos.c, (null)  
     aero\_calc in aero\_calc.c, (null)  
     dynamics\_calc\_udot in calc\_udot.c, (null)  
     ground\_interaction in ground.c, (null)  
     grabbing\_forces in ground.c, (null)  
     het\_calib\_compute\_transmitter\_loc in het\_calib.c, (null)  
     het\_simul in het\_inter.c, (null)  
     compute\_pseudo\_gaze in het\_ldam.c, (null)  
     ldam\_draw\_glare in het\_vg.c, (null)  
     kinematics\_vehicle\_init in veh\_init.c, (null)  
     missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
     missile\_flechette\_init in sub\_flech.c, (null)  
     missile\_flechette\_fly in sub\_flech.c, (null)  
     missile\_m73\_get\_impact in sub\_m73.c, (null)  
     missile\_target\_agm in targ\_agm.c, (null)  
     agm\_seek in targ\_agm.c, (null)  
     missile\_target\_intercept\_pre\_burnout in targ\_intcpt.c, (null)  
     missile\_target\_intercept in targ\_intcpt.c, (null)  
     missile\_target\_nlos in targ\_nlos.c, (null)  
     missile\_nlos\_fly\_to\_point in targ\_nlos.c, (null)  
     missile\_target\_unguided in targ\_unguide.c, (null)  
     missile\_util\_comm\_fire\_missile in util\_comm.c, (null)  
     missile\_util\_flyout in util\_flyout.c, (null)  
     missile\_util\_ball\_flyout in util\_flyout.c, (null)  
     weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
     weapons\_fire\_round in m2\_weapons.c, (null)  
 FUNCTION: vec\_add(v1, v2, result)  
   mat\_fix\_matrix in libmatrix.c, (null)  
   mat\_fix\_matrix in m\_fix\_m.c, (null)  
   vec\_elr\_transform in v\_e\_transf.c, (null)  
   image\_transform\_points in libimage.c, (null)  
   image\_find\_location in libimage.c, (null)  
   kinematics\_calc\_velocity in calc\_v.c, (null)  
   kinematics\_update\_p in update\_p.c, (null)  
   cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
   controller\_init\_vehicle in kato\_control.c, (null)  
   controller\_velocity\_attach in kato\_control.c, (null)



controller\_world\_velocity\_attach in kato\_control.c, (null)  
 controller\_mimic\_gunner in kato\_control.c, (null)  
 nlos\_set\_waypoint\_at\_present\_yaw in kato\_nlos.c, (null)  
 read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
 nlos\_set\_pre\_terminal\_view\_point in kato\_nlos.c, (null)  
 het\_simul in het\_inter.c, (null)  
 compute\_pseudo\_gaze in het\_ldam.c, (null)  
 ldam\_draw\_game\_over in het\_md.c, (null)  
 ldam\_draw\_glare in het\_vg.c, (null)  
 missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
 missile\_atgm\_fly in miss\_atgm.c, (null)  
 missile\_nlos\_fire in miss\_nlos.c, (null)  
 missile\_flechette\_fly in sub\_flech.c, (null)  
 missile\_m73\_get\_impact in sub\_m73.c, (null)  
 missile\_target\_agm in targ\_agm.c, (null)  
 agm\_seek in targ\_agm.c, (null)  
 missile\_target\_intercept\_pre\_burnout in targ\_intrcpt.c, (null)  
 missile\_target\_intercept in targ\_intrcpt.c, (null)  
 missile\_target\_level\_los in targ\_lev\_los.c, (null)  
 missile\_target\_los in targ\_los.c, (null)  
 missile\_target\_los\_bias in targ\_losbias.c, (null)  
 missile\_target\_nlos in targ\_nlos.c, (null)  
 missile\_nlos\_fly\_to\_point in targ\_nlos.c, (null)  
 missile\_target\_unguided in targ\_unguide.c, (null)  
 missile\_util\_flyout in util\_flyout.c, (null)  
 missile\_util\_ball\_flyout in util\_flyout.c, (null)  
 rotate\_get\_loc in rot\_relate.c, (null)  
 rotate\_calculate\_loc\_descend in rot\_transf.c, (null)  
 vehicle\_update in libupdate.c, (null)  
 laser\_perform\_lase in m1\_laser.c, (null)  
 weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
 weapons\_missile\_is\_launched in m2\_weapons.c, (null)  
 weapons\_fire\_round in m2\_weapons.c, (null)  
 weapons\_simul in m2\_weapons.c, (null)

FUNCTION: vec\_sub(v1, v2, result)

tracks\_set\_support\_plane in h\_to\_w.c, (null)  
 tracks\_calc\_unit\_normal in h\_to\_w.c, (null)  
 image\_transform\_points in libimage.c, (null)  
 image\_transform\_location in libimage.c, (null)  
 CalculateRangeSquaredToObject in object.c, (null)  
 rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
 lock\_on\_target\_vehicle in kato\_attach.c, (null)  
 controller\_to\_vel in kato\_control.c, (null)  
 controller\_to\_orbit in kato\_control.c, (null)  
 controller\_world\_velocity\_attach in kato\_control.c, (null)  
 controller\_calc\_air\_speed in kato\_control.c, (null)  
 bigwheel\_calc\_unit\_normal in calc\_u\_norm.c, (null)  
 bigwh\_init\_height in init\_suppt.c, (null)  
 get\_height\_under\_wheel in set\_suppt.c, (null)  
 cfail\_indirect\_fire\_damages in c\_ind\_fire.c, (null)  
 ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
 ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
 ldam\_draw\_scotoma in het\_sc.c, (null)  
 ldam\_draw\_glare in het\_vg.c, (null)

missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
 missile\_target\_agm in targ\_agm.c, (null)  
 missile\_target\_intercept in targ\_intrc.c, (null)  
 missile\_target\_level\_los in targ\_lev.c, (null)  
 missile\_target\_los in targ\_los.c, (null)  
 missile\_target\_los\_bias in targ\_losbias.c, (null)  
 missile\_nlos\_fly\_to\_point in targ\_nlos.c, (null)  
 missile\_util\_comm\_check\_detonate in util\_comm.c, (null)  
 missile\_util\_flyout in util\_flyout.c, (null)  
 near\_get\_next\_veh\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_if\_still\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_closest\_to\_point in near\_point.c, (null)  
 near\_get\_next\_veh\_near\_vector in near\_vector.c, (null)  
 near\_get\_veh\_if\_still\_near\_vector in near\_vector.c, (null)  
 near\_get\_veh\_closest\_to\_vector in near\_vector.c, (null)  
 rotate\_get\_loc in rot\_relate.c, (null)  
 rotate\_calculate\_loc\_ascend in rot\_transf.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 suspension in susp\_simul.c, (null)  
 suspension\_veh\_init in veh\_init.c, (null)  
 FUNCTION: vec\_cos\_prod(v1, v2)  
 FUNCTION: vec\_dot\_prod(v1, v2)  
 calledBy:  
 vec\_cos\_prod in libmatrix.c, (null)  
 mat\_fix\_matrix in libmatrix.c, (null)  
 mat\_fix\_matrix in m\_fix\_m.c, (null)  
 vec\_cos\_prod in v\_cos\_prod.c, (null)  
 CalculateRangeSquaredToObject in object.c, (null)  
 lock\_on\_target\_vehicle in kato\_attach.c, (null)  
 sound\_of\_vehicle in kato\_sound.c, (null)  
 het\_calib\_compute\_transmitter\_loc in het\_calib.c, (null)  
 ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
 ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
 kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)  
 missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
 missile\_target\_agm in targ\_agm.c, (null)  
 missile\_target\_intercept in targ\_intrcpt.c, (null)  
 missile\_util\_comm\_check\_detonate in util\_comm.c, (null)  
 missile\_util\_flyout in util\_flyout.c, (null)  
 near\_get\_next\_veh\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_if\_still\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_closest\_to\_point in near\_point.c, (null)  
 near\_get\_next\_veh\_near\_vector in near\_vector.c, (null)  
 near\_get\_veh\_if\_still\_near\_vector in near\_vector.c, (null)  
 near\_get\_veh\_closest\_to\_vector in near\_vector.c, (null)  
 rotate\_init\_stab\_element in rot\_element.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 FUNCTION: vec\_cross\_prod(v1, v2, result)  
 calledBy:  
 mat\_fix\_matrix in libmatrix.c, (null)  
 mat\_fix\_matrix in m\_fix\_m.c, (null)  
 vec\_elr\_transform in v\_e\_transf.c, (null)  
 tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
 tracks\_calc\_unit\_normal in h\_to\_w.c, (null)

kinematics\_calc\_velocity in calc\_v.c, (null)  
 bigwheel\_calc\_unit\_normal in calc\_u\_norm.c, (null)  
 ground\_interaction in ground.c, (null)  
 het\_calib\_compute\_veh\_to\_transmitter\_matrix in het\_calib.c, (null)  
 kinematics\_vehicle\_init in veh\_init.c, (null)  
 rotate\_init\_stab\_element in rot\_element.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 suspension in susp\_simul.c, (null)  
 suspension\_veh\_init in veh\_init.c, (null)  
 FUNCTION: vec\_mat\_mul(v, m, result)

calledBy:

tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
 tracks\_set\_support\_plane in h\_to\_w.c, (null)  
 image\_transform\_points in libimage.c, (null)  
 image\_find\_location in libimage.c, (null)  
 image\_transform\_location in libimage.c, (null)  
 kinematics\_calc\_origin\_state in calc\_origin.c, (null)  
 kinematics\_form\_s in form\_s.c, (null)  
 config\_pos\_init in config\_read.c, (null)  
 config\_pos\_init2 in config\_read.c, (null)  
 cig\_msg\_my\_veh\_state in niu\_cig.c, IFNDEF floats  
 lock\_on\_target\_vehicle in kato\_attach.c, (null)  
 cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
 controller\_to\_vel in kato\_control.c, (null)  
 controller\_to\_orbit in kato\_control.c, (null)  
 controller\_velocity\_attach in kato\_control.c, (null)  
 controller\_orbit\_attach in kato\_control.c, (null)  
 controller\_mimic\_gunner in kato\_control.c, (null)  
 get\_packet\_parameters in kato\_control.c, (null)  
 read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
 bigwh\_init\_height in init\_suppt.c, (null)  
 get\_height\_under\_wheel in set\_suppt.c, (null)  
 cfail\_indirect\_fire\_damages in c\_ind\_fire.c, (null)  
 ground\_interaction in ground.c, (null)  
 compute\_fudge\_matrix in het\_calib.c, IFDEF notdef  
 het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)  
 ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
 compute\_pseudo\_gaze in het\_ldam.c, (null)  
 ldam\_draw\_game\_over in het\_md.c, (null)  
 ldam\_draw\_sensor\_burn in het\_sb.c, (null)  
 ldam\_draw\_scotoma in het\_sc.c, (null)  
 kinematics\_turn\_vehicle in KXturn\_veh.c, (null)  
 kinematics\_move\_vehicle in move\_veh.c, (null)  
 kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)  
 kinematics\_fix\_matrix in set\_loc\_kin.c, (null)  
 kinematics\_turn\_vehicle in turn\_veh.c, (null)  
 kinematics\_vehicle\_init in veh\_init.c, (null)  
 missile\_nlos\_fire in miss\_nlos.c, (null)  
 missile\_target\_level\_los in targ\_lev\_los.c, (null)  
 missile\_target\_los in targ\_los.c, (null)  
 missile\_target\_los\_bias in targ\_losbias.c, (null)  
 missile\_target\_nlos in targ\_nlos.c, (null)  
 missile\_util\_comm\_fuze\_detonate in util\_comm.c, (null)  
 missile\_util\_ball\_flyout in util\_flyout.c, (null)

config\_pos\_init in config\_read.c, (null)  
 config\_pos\_init2 in config\_read.c, (null)  
 rotate\_set\_stab\_current\_position\_in\_coordinates in rot\_element.c, (null)  
 rotate\_set\_stab\_rate\_in\_coordinates in rot\_element.c, (null)  
 rotate\_get\_loc in rot\_relate.c, (null)  
 rotate\_get\_loc in rot\_transf.c, (null)  
 rotate\_calculate\_loc\_descend in rot\_transf.c, (null)  
 rotate\_calculate\_loc\_ascend in rot\_transf.c, (null)  
 rotate\_exec in rot\_util.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 suspension in susp\_simul.c, (null)  
 suspension\_veh\_init in veh\_init.c, (null)  
 turret\_set\_stab\_sys in turret.c, (null)  
 turret\_get\_stab\_changes in turret.c, (null)  
 vehicle\_update in libupdate.c, (null)  
 cig\_msg\_prepend\_my\_veh\_state in m1\_cig.c, (null)  
 laser\_perform\_lase in m1\_laser.c, (null)  
 weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
 cig\_msg\_prepend\_my\_veh\_state in m2\_cig.c, (null)  
 weapons\_missile\_is\_launched in m2\_weapons.c, (null)  
 weapons\_fire\_round in m2\_weapons.c, (null)  
 weapons\_simul in m2\_weapons.c, (null)

FUNCTION: mat\_init(m)

FUNCTION: mat\_copy(from, to)

calledBy:

mat\_check in mat\_check.c, (null)  
 mat\_transpose in mat\_transp.c, (null)  
 make\_e in make\_e.c, (null)  
 config\_pos\_init2 in config\_read.c, (null)  
 controller\_init\_orientation in kato\_control.c, (null)  
 controller\_velocity\_attach in kato\_control.c, (null)  
 dynamics\_init in init.c, (null)  
 missile\_adat\_init in miss\_adat.c, (null)  
 missile\_adat\_fire in miss\_adat.c, (null)  
 missile\_atgm\_fire in miss\_atgm.c, (null)  
 missile\_hellfire\_fire in miss\_hellfr.c, (null)  
 missile\_kem\_fire in miss\_kem.c, (null)  
 missile\_maverick\_fire in miss\_maverck.c, (null)  
 missile\_nlos\_fire in miss\_nlos.c, (null)  
 missile\_stinger\_fire in miss\_stinger.c, (null)  
 missile\_tow\_fire in miss\_tow.c, (null)  
 missile\_hydra\_fire in rkt\_hydra.c, (null)  
 config\_pos\_init2 in config\_read.c, (null)  
 rotate\_set\_mat in rot\_element.c, (null)  
 rotate\_set\_transform in rot\_relate.c, (null)  
 rotate\_set\_transform in rot\_transf.c, (null)  
 rotate\_get\_mat in rot\_transf.c, (null)  
 rotate\_calculate\_dir\_mat in rot\_transf.c, (null)  
 turret\_set\_stab\_sys in turret.c, (null)  
 turret\_move\_elevation in turret.c, (null)  
 vehicle\_set\_orientation\_matrix in libupdate.c, (null)

FUNCTION: mat\_ident\_init(m)

calledBy:

turret\_pos\_init in turret.c, (null)

FUNCTION: mat\_rot\_init(m, theta, rot\_axis)

calledBy:

main in test.c, (null)  
 tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
 config\_pos\_init in config\_read.c, (null)  
 kinematics\_vehicle\_init in veh\_init.c, (null)  
 config\_pos\_init in config\_read.c, (null)  
 turret\_pos\_init in turret.c, (null)

FUNCTION: mat\_rot\_init2(m, sin\_theta, rot\_axis)

calledBy:

gunmnt\_init in kato\_gunmnt.c, (null)  
 gunmnt\_set\_gun\_depression in kato\_gunmnt.c, (null)  
 kinematics\_turn\_vehicle in KXturn\_veh.c, (null)  
 kinematics\_turn\_vehicle in turn\_veh.c, (null)  
 turret\_move\_azimuth in turret.c, (null)  
 turret\_move\_elevation in turret.c, (null)  
 elevate\_system in turret.c, (null)  
 turret\_sync\_gun\_with\_sight in turret.c, (null)  
 turret\_sync\_sight\_with\_gun in turret.c, (null)  
 turret\_get\_g\_to\_w in turret.c, (null)

FUNCTION: mat\_transpose(m, result)

calledBy:

mat\_check in mat\_check.c, (null)  
 mat\_inverse in mat\_inv.c, (null)  
 tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
 kinematics\_form\_C in form\_C.c, (null)  
 controller\_to\_vel in kato\_control.c, (null)  
 controller\_to\_orbit in kato\_control.c, (null)  
 controller\_velocity\_attach in kato\_control.c, (null)  
 controller\_orbit\_attach in kato\_control.c, (null)  
 ground\_frame\_calc in ground.c, (null)  
 kinematics\_turn\_vehicle in KXturn\_veh.c, (null)  
 kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)  
 kinematics\_fix\_matrix in set\_loc\_kin.c, (null)  
 kinematics\_turn\_vehicle in turn\_veh.c, (null)  
 kinematics\_vehicle\_init in veh\_init.c, (null)  
 missile\_target\_level\_los in targ\_lev\_los.c, (null)  
 missile\_target\_los in targ\_los.c, (null)  
 missile\_target\_los\_bias in targ\_losbias.c, (null)  
 rotate\_mat in rot\_relate.c, (null)  
 rotate\_get\_mat in rot\_transf.c, (null)  
 rotate\_calculate\_mat in rot\_transf.c, (null)  
 rotate\_get\_loc in rot\_transf.c, (null)  
 rotate\_calculate\_loc\_descend in rot\_transf.c, (null)  
 turret\_pos\_init in turret.c, (null)  
 turret\_move\_azimuth in turret.c, (null)  
 turret\_move\_elevation in turret.c, (null)  
 elevate\_system in turret.c, (null)  
 turret\_sync\_gun\_with\_sight in turret.c, (null)  
 turret\_sync\_sight\_with\_gun in turret.c, (null)  
 turret\_get\_g\_to\_w in turret.c, (null)  
 vehicle\_set\_orientation\_matrix in libupdate.c, (null)

FUNCTION: mat\_mat\_mul(m1, m2, result)

tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)

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image_transform_points in libimage.c, (null)
controller_velocity_attach in kato_control.c, (null)
controller_orbit_attach in kato_control.c, (null)
controller_mimic_driver in kato_control.c, (null)
controller_mimic_gunner in kato_control.c, (null)
gunmnt_get_gun_to_world in kato_gunmnt.c, (null)
ground_frame_calc in ground.c, (null)
compute_fudge_matrix in het_calib.c, IFDEF notdef
kinematics_turn_vehicle in KXturn_veh.c, (null)
kinematics_set_local_kinematics in set_loc_kin.c, (null)
kinematics_turn_vehicle in turn_veh.c, (null)
kinematics_vehicle_init in veh_init.c, (null)
missile_adat_fire in miss_adat.c, (null)
rotate_mat in rot_relate.c, (null)
rotate_calculate_mat in rot_transf.c, (null)
rotate_calculate_dir_mat in rot_transf.c, (null)
turret_set_stab_sys in turret.c, (null)
turret_move_azimuth in turret.c, (null)
turret_move_elevation in turret.c, (null)
elevate_system in turret.c, (null)
turret_sync_gun_with_sight in turret.c, (null)
turret_sync_sight_with_gun in turret.c, (null)
turret_get_g_to_w in turret.c, (null)
turret_calc_azimuth in turret.c, (null)
FUNCTION: mat_determinant(m)
    calledBy:
        mat_inverse in mat_inv.c, (null)
FUNCTION: mat_fix_matrix(mat, axis)
    calledBy:
        kinematics_fix_matrix in set_loc_kin.c, (null)
FILE: m_fix_m.c
    FUNCTION: mat_fix_matrix(mat, axis)
        calledBy:
            kinematics_fix_matrix in set_loc_kin.c, (null)
FILE: m_id_init.c
    FUNCTION: mat_ident_init(m)
        calledBy:
            turret_pos_init in turret.c, (null)
FILE: m_m_mul.c
    FUNCTION: mat_mat_mul(m1, m2, result)
        calledBy:
            tdb_get_hull_to_world in h_to_w.c, (null)
            image_transform_points in libimage.c, (null)
            controller_velocity_attach in kato_control.c, (null)
            controller_orbit_attach in kato_control.c, (null)
            controller_mimic_driver in kato_control.c, (null)
            controller_mimic_gunner in kato_control.c, (null)
            gunmnt_get_gun_to_world in kato_gunmnt.c, (null)
            ground_frame_calc in ground.c, (null)
            compute_fudge_matrix in het_calib.c, IFDEF notdef
            kinematics_turn_vehicle in KXturn_veh.c, (null)
            kinematics_set_local_kinematics in set_loc_kin.c, (null)
            kinematics_turn_vehicle in turn_veh.c, (null)
            kinematics_vehicle_init in veh_init.c, (null)

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missile\_adat\_fire in miss\_adat.c, (null)  
rotate\_mat in rot\_relate.c, (null)  
rotate\_calculate\_mat in rot\_transf.c, (null)  
rotate\_calculate\_dir\_mat in rot\_transf.c, (null)  
turret\_set\_stab\_sys in turret.c, (null)  
turret\_move\_azimuth in turret.c, (null)  
turret\_move\_elevation in turret.c, (null)  
elevate\_system in turret.c, (null)  
turret\_sync\_gun\_with\_sight in turret.c, (null)  
turret\_sync\_sight\_with\_gun in turret.c, (null)  
turret\_get\_g\_to\_w in turret.c, (null)  
turret\_calc\_azimuth in turret.c, (null)

FILE: m\_r\_init2.c

FUNCTION: mat\_rot\_init2(m, sin\_theta, rot\_axis)

calledBy:

gunmnt\_init in kato\_gunmnt.c, (null)  
gunmnt\_set\_gun\_depression in kato\_gunmnt.c, (null)  
kinematics\_turn\_vehicle in KXturn\_veh.c, (null)  
kinematics\_turn\_vehicle in turn\_veh.c, (null)  
turret\_move\_azimuth in turret.c, (null)  
turret\_move\_elevation in turret.c, (null)  
elevate\_system in turret.c, (null)  
turret\_sync\_gun\_with\_sight in turret.c, (null)  
turret\_sync\_sight\_with\_gun in turret.c, (null)  
turret\_get\_g\_to\_w in turret.c, (null)

FILE: m\_trig\_init.c

FUNCTION: mat\_trig\_init(m, sin\_theta, cos\_theta, rot\_axis)

calledBy:

cig\_msg\_prepend\_my\_veh\_state in m1\_cig.c, (null)  
cig\_msg\_prepend\_my\_veh\_state in m2\_cig.c, (null)

FILE: m\_v\_mul.c

FUNCTION: mat\_vec\_mul(m, v, result)

calledBy:

dynamics\_calc\_inertial\_forces in calc\_inert.c, (null)  
dynamics\_calc\_udot in calc\_udot.c, (null)

FILE: mat\_add.c

FUNCTION: mat\_add(m1, m2, result)

FILE: mat\_adj.c

FUNCTION: mat\_adjugate(m, result)

calledBy:

mat\_inverse in mat\_inv.c, (null)

FILE: mat\_check.c

FUNCTION: mat\_check(m)

FILE: mat\_copy.c

FUNCTION: mat\_copy(src, dest)

calledBy:

mat\_check in mat\_check.c, (null)  
mat\_transpose in mat\_transp.c, (null)  
make\_e in make\_e.c, (null)  
config\_pos\_init2 in config\_read.c, (null)  
controller\_init\_orientation in kato\_control.c, (null)  
controller\_velocity\_attach in kato\_control.c, (null)  
dynamics\_init in init.c, (null)  
missile\_adat\_init in miss\_adat.c, (null)

missile\_adat\_fire in miss\_adat.c, (null)  
missile\_atgm\_fire in miss\_atgm.c, (null)  
missile\_hellfire\_fire in miss\_hellfr.c, (null)  
missile\_kem\_fire in miss\_kem.c, (null)  
missile\_maverick\_fire in miss\_maverck.c, (null)  
missile\_nlos\_fire in miss\_nlos.c, (null)  
missile\_stinger\_fire in miss\_stinger.c, (null)  
missile\_tow\_fire in miss\_tow.c, (null)  
missile\_hydra\_fire in rkt\_hydra.c, (null)  
config\_pos\_init2 in config\_read.c, (null)  
rotate\_set\_mat in rot\_element.c, (null)  
rotate\_set\_transform in rot\_relate.c, (null)  
rotate\_set\_transform in rot\_transf.c, (null)  
rotate\_get\_mat in rot\_transf.c, (null)  
rotate\_calculate\_dir\_mat in rot\_transf.c, (null)  
turret\_set\_stab\_sys in turret.c, (null)  
turret\_move\_elevation in turret.c, (null)  
vehicle\_set\_orientation\_matrix in libupdate.c, (null)

FILE: mat\_deter.c

FUNCTION: mat\_determinant(m)  
mat\_inverse in mat\_inv.c, (null)

FILE: mat\_dump.c

FUNCTION: mat\_dump(str, mat)  
calledBy:  
main in test.c, (null)  
quat\_dump in make\_e.c, (null)  
dump\_mass in init.c, (null)  
BCA\_mat\_dump in ground.c, (null)  
BCGRAV\_mat\_dump in ground.c, (null)  
ACGRAV\_mat\_dump in ground.c, (null)

FILE: mat\_form.c

FUNCTION: mat\_form(axis, angle, C, sin\_ang, cos\_ang)  
calledBy:  
rotate\_mat in rot\_relate.c, (null)

FILE: mat\_ident.c

FUNCTION: mat\_ident(m)  
calledBy:  
controller\_init in kato\_control.c, (null)  
controller\_init\_orientation in kato\_control.c, (null)  
controller\_mimic\_driver in kato\_control.c, (null)  
controller\_mimic\_gunner in kato\_control.c, (null)  
rotate\_relate\_init in rot\_relate.c, (null)  
rotate\_calculate\_mat in rot\_transf.c, (null)

FILE: mat\_init.c

FUNCTION: mat\_init(m)

FILE: mat\_inv.c

FUNCTION: mat\_inverse(m, result)  
calledBy:  
dynamics\_init in init.c, (null)

FILE: mat\_lev\_init.c

FUNCTION: mat\_level\_init(m, v)  
calledBy:  
missile\_target\_level\_los in targ\_lev\_los.c, (null)

FILE: mat\_r\_init.c



FUNCTION: mat\_rot\_init(m, theta, rot\_axis)

calledBy:

main in test.c, (null)  
 tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
 config\_pos\_init in config\_read.c, (null)  
 kinematics\_vehicle\_init in veh\_init.c, (null)  
 config\_pos\_init in config\_read.c, (null)  
 turret\_pos\_init in turret.c, (null)

FILE: mat\_scale.c

FUNCTION: mat\_scale(mat, scale\_factor, result)

calledBy:

mat\_inverse in mat\_inv.c, (null)

FILE: mat\_sub.c

FUNCTION: mat\_sub(m1, m2, result)

FILE: mat\_to\_elr.c

FUNCTION: mat\_to\_elr(C, e)

FILE: mat\_transp.c

FUNCTION: mat\_transpose(m, result)

calledBy:

mat\_check in mat\_check.c, (null)  
 mat\_inverse in mat\_inv.c, (null)  
 tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
 kinematics\_form\_C in form\_C.c, (null)  
 controller\_to\_vel in kato\_control.c, (null)  
 controller\_to\_orbit in kato\_control.c, (null)  
 controller\_velocity\_attach in kato\_control.c, (null)  
 controller\_orbit\_attach in kato\_control.c, (null)  
 ground\_frame\_calc in ground.c, (null)  
 kinematics\_turn\_vehicle in KXturn\_veh.c, (null)  
 kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)  
 kinematics\_fix\_matrix in set\_loc\_kin.c, (null)  
 kinematics\_turn\_vehicle in turn\_veh.c, (null)  
 kinematics\_vehicle\_init in veh\_init.c, (null)  
 missile\_target\_level\_los in targ\_lev\_los.c, (null)  
 missile\_target\_los in targ\_los.c, (null)  
 missile\_target\_los\_bias in targ\_losbias.c, (null)  
 rotate\_mat in rot\_relate.c, (null)  
 rotate\_get\_mat in rot\_transf.c, (null)  
 rotate\_calculate\_mat in rot\_transf.c, (null)  
 rotate\_get\_loc in rot\_transf.c, (null)  
 rotate\_calculate\_loc\_descend in rot\_transf.c, (null)  
 turret\_pos\_init in turret.c, (null)  
 turret\_move\_azimuth in turret.c, (null)  
 turret\_move\_elevation in turret.c, (null)  
 elevate\_system in turret.c, (null)  
 turret\_sync\_gun\_with\_sight in turret.c, (null)  
 turret\_sync\_sight\_with\_gun in turret.c, (null)  
 turret\_get\_g\_to\_w in turret.c, (null)  
 vehicle\_set\_orientation\_matrix in libupdate.c, (null)

FILE: new\_m\_m\_mul.c

FUNCTION: nmat\_mat\_mul(m1, m2, result)

main in test.c, (null)

FILE: test.c

FUNCTION: main()

FILE: v\_cos\_prod.c

FUNCTION: vec\_cos\_prod(v1, v2)

FILE: v\_dot\_prod.c

FUNCTION: vec\_dot\_prod(v1, v2)

calledBy:

- vec\_cos\_prod in libmatrix.c, (null)
- mat\_fix\_matrix in libmatrix.c, (null)
- mat\_fix\_matrix in m\_fix\_m.c, (null)
- vec\_cos\_prod in v\_cos\_prod.c, (null)
- CalculateRangeSquaredToObject in object.c, (null)
- lock\_on\_target\_vehicle in kato\_attach.c, (null)
- sound\_of\_vehicle in kato\_sound.c, (null)
- het\_calib\_compute\_transmitter\_loc in het\_calib.c, (null)
- ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)
- ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)
- kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)
- missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)
- missile\_target\_agm in targ\_agm.c, (null)
- missile\_target\_intercept in targ\_intcpt.c, (null)
- missile\_util\_comm\_check\_detonate in util\_comm.c, (null)
- missile\_util\_flyout in util\_flyout.c, (null)
- near\_get\_next\_veh\_near\_point in near\_point.c, (null)
- near\_get\_veh\_if\_still\_near\_point in near\_point.c, (null)
- near\_get\_veh\_closest\_to\_point in near\_point.c, (null)
- near\_get\_next\_veh\_near\_vector in near\_vector.c, (null)
- near\_get\_veh\_if\_still\_near\_vector in near\_vector.c, (null)
- near\_get\_veh\_closest\_to\_vector in near\_vector.c, (null)
- rotate\_init\_stab\_element in rot\_element.c, (null)
- rotate\_stab in rot\_util.c, (null)

FILE: v\_e\_transf.c

FUNCTION: vec\_eir\_transform(v\_A, A\_to\_B, v\_B)

FILE: v\_m\_mul.c

FUNCTION: vec\_mat\_mul(v, m, result)

calledBy:

- tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)
- tracks\_set\_support\_plane in h\_to\_w.c, (null)
- image\_transform\_points in libimage.c, (null)
- image\_find\_location in libimage.c, (null)
- image\_transform\_location in libimage.c, (null)
- kinematics\_calc\_origin\_state in calc\_origin.c, (null)
- kinematics\_form\_s in form\_s.c, (null)
- config\_pos\_init in config\_read.c, (null)
- config\_pos\_init2 in config\_read.c, (null)
- cig\_msg\_my\_veh\_state in niu\_cig.c, IFNDEF floats
- lock\_on\_target\_vehicle in kato\_attach.c, (null)
- cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN
- controller\_to\_vel in kato\_control.c, (null)
- controller\_to\_orbit in kato\_control.c, (null)
- controller\_velocity\_attach in kato\_control.c, (null)
- controller\_orbit\_attach in kato\_control.c, (null)
- controller\_mimic\_gunner in kato\_control.c, (null)
- get\_packet\_parameters in kato\_control.c, (null)
- read\_file\_containing\_waypoints in kato\_nlos.c, (null)
- bigwh\_init\_height in init\_suppt.c, (null)

```

get_height_under_wheel in set_suppt.c, (null)
cfail_indirect_fire_damages in c_ind_fire.c, (null)
ground_interaction in ground.c, (null)
compute_fudge_matrix in het_calib.c, IFDEF notdef
het_kin_keybrd_print_gaze in het_kin.c, (null)
ldam_compute_damage_table_quantities in het_ldam.c, (null)
compute_pseudo_gaze in het_ldam.c, (null)
ldam_draw_game_over in het_md.c, (null)
ldam_draw_sensor_burn in het_sb.c, (null)
ldam_draw_scotoma in het_sc.c, (null)
kinematics_turn_vehicle in KXturn_veh.c, (null)
kinematics_move_vehicle in move_veh.c, (null)
kinematics_set_local_kinematics in set_loc_kin.c, (null)
kinematics_fix_matrix in set_loc_kin.c, (null)
kinematics_turn_vehicle in turn_veh.c, (null)
kinematics_vehicle_init in veh_init.c, (null)
missile_nlos_fire in miss_nlos.c, (null)
missile_target_level_los in targ_lev_los.c, (null)
missile_target_los in targ_los.c, (null)
missile_target_los_bias in targ_losbias.c, (null)
missile_target_nlos in targ_nlos.c, (null)
missile_util_comm_fuze_detonate in util_comm.c, (null)
missile_util_ball_flyout in util_flyout.c, (null)
config_pos_init in config_read.c, (null)
config_pos_init2 in config_read.c, (null)
rotate_set_stab_current_position_in_coordinates in rot_element.c, (null)
rotate_set_stab_rate_in_coordinates in rot_element.c, (null)
rotate_get_loc in rot_relate.c, (null)
rotate_get_loc in rot_transf.c, (null)
rotate_calculate_loc_descend in rot_transf.c, (null)
rotate_calculate_loc_ascend in rot_transf.c, (null)
rotate_exec in rot_util.c, (null)
rotate_stab in rot_util.c, (null)
suspension in susp_simul.c, (null)
suspension_veh_init in veh_init.c, (null)
turret_set_stab_sys in turret.c, (null)
turret_get_stab_changes in turret.c, (null)
vehicle_update in libupdate.c, (null)
cig_msg_prepend_my_veh_state in m1_cig.c, (null)
laser_perform_lase in m1_laser.c, (null)
weapons_fire_main_gun in m1_weapons.c, (null)
cig_msg_prepend_my_veh_state in m2_cig.c, (null)
weapons_missile_is_launched in m2_weapons.c, (null)
weapons_fire_round in m2_weapons.c, (null)
weapons_simul in m2_weapons.c, (null)

```

FILE: vec\_add.c

FUNCTION: vec\_add(v1, v2, result)

```

mat_fix_matrix in libmatrix.c, (null)
mat_fix_matrix in m_fix_m.c, (null)
vec_elr_transform in v_e_transf.c, (null)
image_transform_points in libimage.c, (null)
image_find_location in libimage.c, (null)
kinematics_calc_velocity in calc_v.c, (null)
kinematics_update_p in update_p.c, (null)

```

cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
 controller\_init\_vehicle in kato\_control.c, (null)  
 controller\_velocity\_attach in kato\_control.c, (null)  
 controller\_world\_velocity\_attach in kato\_control.c, (null)  
 controller\_mimic\_gunner in kato\_control.c, (null)  
 nlos\_set\_waypoint\_at\_present\_yaw in kato\_nlos.c, (null)  
 read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
 nlos\_set\_pre\_terminal\_view\_point in kato\_nlos.c, (null)  
 het\_simul in het\_inter.c, (null)  
 compute\_pseudo\_gaze in het\_ldam.c, (null)  
 ldam\_draw\_game\_over in het\_md.c, (null)  
 ldam\_draw\_glare in het\_vg.c, (null)  
 missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
 missile\_atgm\_fly in miss\_atgm.c, (null)  
 missile\_nlos\_fire in miss\_nlos.c, (null)  
 missile\_flechette\_fly in sub\_flech.c, (null)  
 missile\_m73\_get\_impact in sub\_m73.c, (null)  
 missile\_target\_agm in targ\_agm.c, (null)  
 agm\_seek in targ\_agm.c, (null)  
 missile\_target\_intercept\_pre\_burnout in targ\_intcpt.c, (null)  
 missile\_target\_intercept in targ\_intcpt.c, (null)  
 missile\_target\_level\_los in targ\_lev\_los.c, (null)  
 missile\_target\_los in targ\_los.c, (null)  
 missile\_target\_los\_bias in targ\_losbias.c, (null)  
 missile\_target\_nlos in targ\_nlos.c, (null)  
 missile\_nlos\_fly\_to\_point in targ\_nlos.c, (null)  
 missile\_target\_unguided in targ\_unguide.c, (null)  
 missile\_util\_flyout in util\_flyout.c, (null)  
 missile\_util\_ball\_flyout in util\_flyout.c, (null)  
 rotate\_get\_loc in rot\_relate.c, (null)  
 rotate\_calculate\_loc\_descend in rot\_transf.c, (null)  
 vehicle\_update in libupdate.c, (null)  
 laser\_perform\_lase in m1\_laser.c, (null)  
 weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
 weapons\_missile\_is\_launched in m2\_weapons.c, (null)  
 weapons\_fire\_round in m2\_weapons.c, (null)  
 weapons\_simul in m2\_weapons.c, (null)

FILE: vec\_check.c

FUNCTION: vec\_check(v)

mat\_check in mat\_check.c, (null)

turret\_set\_stats\_vector in turret.c, (null)

FILE: vec\_copy.c

FUNCTION: vec\_copy(from, to,

calledBy:

IntervisibilitySimpleRequest in ivclient.c, (null)

IntervisibilityInterVehicleRequest in ivclient.c, (null)

vec\_cross\_prod in vec\_x\_prod.c, (null)

rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)

SubmitIsvrRequest in ivsrif.c, (null)

LocationVehicle in object.c, (null)

SaveSensorState in sensor.c, (null)

config\_pos\_init in config\_read.c, (null)

config\_pos\_init2 in config\_read.c, (null)

rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)

lock\_on\_target\_vehicle in kato\_attach.c, (null)  
controller\_simul in kato\_control.c, (null)  
controller\_init\_orientation in kato\_control.c, (null)  
controller\_init\_offsets in kato\_control.c, (null)  
controller\_init\_vehicle in kato\_control.c, (null)  
controller\_mimic\_driver in kato\_control.c, (null)  
controller\_mimic\_gunner in kato\_control.c, (null)  
controller\_terrain\_follow in kato\_control.c, (null)  
get\_packet\_parameters in kato\_control.c, (null)  
process\_teleport in kato\_network.c, (null)  
nlos\_simul in kato\_nlos.c, (null)  
nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)  
format\_vehicle\_appearance in appearance.c, (null)  
format\_stealth\_appearance in appearance.c, (null)  
network\_send\_ground\_impact in gnd\_impact.c, (null)  
network\_send\_impact in impact.c, (null)  
network\_send\_missile\_appearance in missile.c, (null)  
network\_send\_missile\_fire\_pkt in missile.c, (null)  
network\_send\_non\_impact in non\_impact.c, (null)  
network\_send\_projectile\_fire\_pkt in proj\_fire.c, (null)  
network\_send\_prox\_impact in prox\_impact.c, (null)  
network\_send\_shell\_fire\_pkt in shell\_fire.c, (null)  
network\_send\_vehicle\_impact in veh\_impact.c, (null)  
network\_send\_vehicle\_impact\_dg in veh\_impact\_dg.c, (null)  
bigwheel\_veh\_init in veh\_init.c, (null)  
het\_calib\_compute\_veh\_to\_transmitter\_matrix in het\_calib.c, (null)  
het\_simul in het\_kin.c, IFNDEF DEBUGGING\_LDAM  
ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
ldam\_check\_vg in het\_vg.c, (null)  
kinematics\_update\_rva in update.c, (null)  
kinematics\_pos\_init in veh\_init.c, (null)  
missile\_adat\_fire in miss\_adat.c, (null)  
missile\_atgm\_fire in miss\_atgm.c, (null)  
missile\_atgm\_fly in miss\_atgm.c, (null)  
missile\_hellfire\_fire in miss\_hellfr.c, (null)  
missile\_kem\_fire in miss\_kem.c, (null)  
missile\_kem\_update\_guidance in miss\_kem.c, (null)  
missile\_maverick\_fire in miss\_maverck.c, (null)  
missile\_maverick\_fly in miss\_maverck.c, (null)  
missile\_nlos\_fire in miss\_nlos.c, (null)  
missile\_stinger\_fire in miss\_stinger.c, (null)  
missile\_tow\_fire in miss\_tow.c, (null)  
missile\_hydra\_fire in rkt\_hydra.c, (null)  
missile\_target\_agm in targ\_agm.c, (null)  
missile\_target\_ground in targ\_ground.c, (null)  
missile\_target\_intercept\_pre\_burnout in targ\_intcpt.c, (null)  
missile\_target\_intercept in targ\_intcpt.c, (null)  
missile\_target\_point in targ\_point.c, (null)  
missile\_target\_pursuit in targ\_pursuit.c, (null)  
missile\_util\_comm\_fire\_missile in util\_comm.c, (null)  
missile\_util\_comm\_check\_timer in util\_comm.c, (null)  
missile\_util\_comm\_release\_sub\_munition in util\_comm.c, (null)  
missile\_util\_flyout in util\_flyout.c, (null)  
missile\_util\_ball\_flyout in util\_flyout.c, (null)

config\_pos\_init in config\_read.c, (null)  
config\_pos\_init2 in config\_read.c, (null)  
msg\_enqueue\_static\_msg in stat\_queue.c, (null)  
msg\_get\_next\_static\_msg in stat\_queue.c, (null)  
kinematics\_update\_rva in update.c, (null)  
kinematics\_pos\_init in veh\_init.c, (null)  
rotate\_set\_stab\_point\_in\_coordinates in rot\_element.c, (null)  
rotate\_set\_loc in rot\_element.c, (null)  
rotate\_set\_location in rot\_relate.c, (null)  
rotate\_get\_loc in rot\_transf.c, (null)  
rotate\_calculate\_loc in rot\_transf.c, (null)  
suspension\_params in susp\_params.c, (null)  
turret\_set\_stab\_vector in turret.c, (null)

FILE: vec\_dump.c

FUNCTION: vec\_dump(str, v)  
network\_send\_missile\_appearance in amissile\_app.c, (null)  
network\_send\_missile\_appearance in missile.c, (null)

FILE: vec\_init.c

FUNCTION: vec\_init(v)  
calledBy:  
lock\_on\_target\_vehicle in kato\_attach.c, (null)  
controller\_init in kato\_control.c, (null)  
controller\_controls\_zero in kato\_control.c, (null)  
controller\_angular\_control in kato\_control.c, (null)  
bigwheel\_veh\_init in veh\_init.c, (null)  
kinematics\_move\_vehicle in move\_veh.c, (null)  
rotate\_relate\_init in rot\_relate.c, (null)  
rotate\_calculate\_loc in rot\_transf.c, (null)  
turret\_set\_stab\_sys in turret.c, (null)  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
weapons\_fire\_round in m2\_weapons.c, (null)

FILE: vec\_neg.c

FUNCTION: vec\_neg(v1, result)  
calledBy:  
kinematics\_form\_s in form\_s.c, (null)  
config\_pos\_init in config\_read.c, (null)  
config\_pos\_init2 in config\_read.c, (null)  
aero\_calc in aero\_calc.c, (null)  
config\_pos\_init in config\_read.c, (null)  
config\_pos\_init2 in config\_read.c, (null)  
rotate\_get\_loc in rot\_relate.c, (null)  
rotate\_get\_loc in rot\_transf.c, (null)

FILE: vec\_norm.c

FUNCTION: vec\_normalize(v, result)  
calledBy:  
mat\_fix\_matrix in libmatrix.c, (null)  
mat\_fix\_matrix in m\_fix\_m.c, (null)  
tracks\_calc\_unit\_normal in h\_to\_w.c, (null)  
lock\_on\_target\_vehicle in kato\_attach.c, (null)  
bigwheel\_calc\_unit\_normal in calc\_u\_norm.c, (null)  
het\_calibrate\_head\_eye\_tracker in het\_calib.c, (null)  
het\_calib\_compute\_veh\_to\_transmitter\_matrix in het\_calib.c, (null)  
compute\_fudge\_matrix in het\_calib.c, #DEF notdef  
compute\_eye\_vector in het\_inter.c, (null)

compute\_eye\_vector in het\_kin.c, (null)  
 ldam\_check\_failures in het\_ldam.c, (null)  
 ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
 ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
 compute\_pseudo\_gaze in het\_ldam.c, (null)  
 ldam\_draw\_sensor\_burn in het\_sb.c, (null)  
 ldam\_draw\_scotoma in het\_sc.c, (null)  
 ldam\_draw\_glare in het\_vg.c, (null)  
 rotate\_init\_element in rot\_element.c, (null)  
 rotate\_init\_stab\_element in rot\_element.c, (null)  
 rotate\_set\_stab\_vector\_in\_coordinates in rot\_element.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 suspension in susp\_simul.c, (null)

FILE: vec\_scale.c

FUNCTION: vec\_scale(v, scale\_factor, result)

mat\_fix\_matrix in libmatrix.c, (null)  
 mat\_fix\_matrix in m\_fix\_m.c, (null)  
 vec\_elr\_transform in v\_e\_transf.c, (null)  
 tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
 cig\_msg\_my\_veh\_state in niu\_cig.c, IFNDEF floats  
 controller\_velocity\_attach in kato\_control.c, (null)  
 controller\_calc\_air\_speed in kato\_control.c, (null)  
 nlos\_set\_waypoint\_at\_present\_yaw in kato\_nlos.c, (null)  
 nlos\_set\_pre\_terminal\_view\_point in kato\_nlos.c, (null)  
 aero\_calc in aero\_calc.c, (null)  
 dynamics\_calc\_udot in calc\_udot.c, (null)  
 ground\_interaction in ground.c, (null)  
 grabbing\_forces in ground.c, (null)  
 het\_calib\_compute\_transmitter\_loc in het\_calib.c, (null)  
 het\_simul in het\_inter.c, (null)  
 compute\_pseudo\_gaze in het\_ldam.c, (null)  
 ldam\_draw\_glare in het\_vg.c, (null)  
 kinematics\_vehicle\_init in veh\_init.c, (null)  
 missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
 missile\_flechette\_init in sub\_flech.c, (null)  
 missile\_flechette\_fly in sub\_flech.c, (null)  
 missile\_m73\_get\_impact in sub\_m73.c, (null)  
 missile\_target\_agm in targ\_agm.c, (null)  
 agm\_seek in targ\_agm.c, (null)  
 missile\_target\_intercept\_pre\_burnout in targ\_intrcpt.c, (null)  
 missile\_target\_intercept in targ\_intrcpt.c, (null)  
 missile\_target\_nlos in targ\_nlos.c, (null)  
 missile\_nlos\_fly\_to\_point in targ\_nlos.c, (null)  
 missile\_target\_unguided in targ\_unguide.c, (null)  
 missile\_util\_comm\_fire\_missile in util\_comm.c, (null)  
 missile\_util\_flyout in util\_flyout.c, (null)  
 missile\_util\_ball\_flyout in util\_flyout.c, (null)  
 weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
 weapons\_fire\_round in m2\_weapons.c, (null)

FILE: vec\_sub.c

FUNCTION: vec\_sub(v1, v2, result)

calledBy:

tracks\_set\_support\_plane in h\_to\_w.c, (null)  
 tracks\_calc\_unit\_normal in h\_to\_w.c, (null)

image\_transform\_points in libimage.c, (null)  
 image\_transform\_location in libimage.c, (null)  
 CalculateRangeSquaredToObject in object.c, (null)  
 rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
 lock\_on\_target\_vehicle in kato\_attach.c, (null)  
 controller\_to\_vel in kato\_control.c, (null)  
 controller\_to\_orbit in kato\_control.c, (null)  
 controller\_world\_velocity\_attach in kato\_control.c, (null)  
 controller\_calc\_air\_speed in kato\_control.c, (null)  
 bigwheel\_calc\_unit\_normal in calc\_u\_norm.c, (null)  
 bigwh\_init\_height in init\_suppt.c, (null)  
 get\_height\_under\_wheel in set\_suppt.c, (null)  
 cfail\_indirect\_fire\_damages in c\_ind\_fire.c, (null)  
 ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
 ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
 ldam\_draw\_scotoma in het\_sc.c, (null)  
 ldam\_draw\_glare in het\_vg.c, (null)  
 missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
 missile\_target\_agm in targ\_agm.c, (null)  
 missile\_target\_intercept in targ\_intrcpt.c, (null)  
 missile\_target\_level\_los in targ\_lev\_los.c, (null)  
 missile\_target\_los in targ\_los.c, (null)  
 missile\_target\_los\_bias in targ\_losbias.c, (null)  
 missile\_nlos\_fly\_to\_point in targ\_nlos.c, (null)  
 missile\_util\_comm\_check\_detonate in util\_comm.c, (null)  
 missile\_util\_flyout in util\_flyout.c, (null)  
 near\_get\_next\_veh\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_if\_still\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_closest\_to\_point in near\_point.c, (null)  
 near\_get\_next\_veh\_near\_vector in near\_vector.c, (null)  
 near\_get\_veh\_if\_still\_near\_vector in near\_vector.c, (null)  
 near\_get\_veh\_closest\_to\_vector in near\_vector.c, (null)  
 rotate\_get\_loc in rot\_relate.c, (null)  
 rotate\_calculate\_loc\_ascend in rot\_transf.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 suspension in susp\_simul.c, (null)  
 suspension\_veh\_init in veh\_init.c, (null)

FILE: vec\_x\_prod.c

FUNCTION: vec\_cross\_prod(v1, v2, result)  
 mat\_fix\_matrix in libmatrix.c, (null)  
 mat\_fix\_matrix in m\_fix\_m.c, (null)  
 vec\_elr\_transform in v\_e\_transf.c, (null)  
 tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
 tracks\_calc\_unit\_normal in h\_to\_w.c, (null)  
 kinematics\_calc\_velocity in calc\_v.c, (null)  
 bigwheel\_calc\_unit\_normal in calc\_u\_norm.c, (null)  
 ground\_interaction in ground.c, (null)  
 het\_calib\_compute\_veh\_to\_transmitter\_matrix in het\_calib.c, (null)  
 kinematics\_vehicle\_init in veh\_init.c, (null)  
 rotate\_init\_stab\_element in rot\_element.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 suspension in susp\_simul.c, (null)  
 suspension\_veh\_init in veh\_init.c, (null)



**DIRECTORY: ./common/libsrc/libmem**

FILE: assign\_mp.c

FUNCTION: map\_idc\_values()

calledBy:

mem\_assign\_memory\_ptr in assign\_mp.c, IFDEF SIMBFLY

FUNCTION: unmap\_idc\_values()

calledBy:

mem\_free\_shared\_memory in assign\_mp.c, IFDEF SIMBFLY

FUNCTION: mem\_assign\_memory\_ptr()

calledBy:

mem\_assign\_shared\_memory in assign\_sm.c, (null)

iod\_init\_alpha in iod\_alpha.c, (null)

iod\_init\_idc in iod\_idc.c, (null)

iod\_init\_sound in iod\_sound.c, (null)

FUNCTION: mem\_free\_shared\_memory()

calledBy:

simulation\_state\_machine in main.c, (null)

terminate in m1\_key\_ctl.c, (null)

FUNCTION: mem\_assign\_memory\_ptr()

calledBy:

mem\_assign\_shared\_memory in assign\_sm.c, (null)

iod\_init\_alpha in iod\_alpha.c, (null)

iod\_init\_idc in iod\_idc.c, (null)

iod\_init\_sound in iod\_sound.c, (null)

FUNCTION: mem\_free\_shared\_memory()

calledBy:

simulation\_state\_machine in main.c, (null)

terminate in m1\_key\_ctl.c, (null)

FUNCTION: mem\_assign\_memory\_ptr()

calledBy:

mem\_assign\_shared\_memory in assign\_sm.c, (null)

iod\_init\_alpha in iod\_alpha.c, (null)

iod\_init\_idc in iod\_idc.c, (null)

iod\_init\_sound in iod\_sound.c, (null)

FUNCTION: mem\_free\_shared\_memory()

calledBy:

simulation\_state\_machine in main.c, (null)

terminate in m1\_key\_ctl.c, (null)

FUNCTION: mem\_assign\_memory\_ptr()

calledBy:

mem\_assign\_shared\_memory in assign\_sm.c, (null)

iod\_init\_alpha in iod\_alpha.c, (null)

iod\_init\_idc in iod\_idc.c, (null)

iod\_init\_sound in iod\_sound.c, (null)

FUNCTION: mem\_free\_shared\_memory()

calledBy:

simulation\_state\_machine in main.c, (null)

terminate in m1\_key\_ctl.c, (null)

FUNCTION: mem\_assign\_memory\_ptr()

calledBy:

mem\_assign\_shared\_memory in assign\_sm.c, (null)

iod\_init\_alpha in iod\_alpha.c, (null)

iod\_init\_idc in iod\_idc.c, (null)  
 iod\_init\_sound in iod\_sound.c, (null)  
 FUNCTION: mem\_free\_shared\_memory()  
     calledBy:  
         simulation\_state\_machine in main.c, (null)  
         terminate in m1\_key\_ctl.c, (null)  
 FUNCTION: mem\_get\_idc\_share\_size()  
     calledBy:  
         idc\_reset\_input in init.c, (null)  
 FUNCTION: mem\_get\_memory\_key()  
 FUNCTION: mem\_get\_total\_share\_size()  
 FILE: assign\_sm.c  
 FUNCTION: mem\_assign\_shared\_memory()  
     calledBy:  
         simulation\_state\_machine in main.c, (null)  
         main in m1\_key\_ctl.c, (null)

**DIRECTORY: ./common/libsrc/libmoves**

No files defined.

**DIRECTORY: ./common/libsrc/libnetif**

FILE: net\_acce.c  
 FUNCTION: net\_access(h, command)  
     calledBy:  
         net\_getaddr in net\_addr.c, (null)  
         net\_alive in net\_ctl.c, (null)  
         net\_iocontrol in net\_ctl.c, (null)  
         net\_res in net\_ctl.c, (null)  
         net\_loopback in net\_ctl.c, (null)  
         net\_flush in net\_flus.c, (null)  
         net\_bufs in net\_info.c, (null)  
         net\_hostbuf\_info in net\_info.c, (null)  
         net\_version in net\_info.c, (null)  
         net\_load in net\_load.c, IFDEF SIMBFLY  
         net\_add\_mca in net\_mca.c, (null)  
         net\_del\_mca in net\_mca.c, (null)  
         net\_init\_mca in net\_mca.c, (null)  
         do\_mode\_cmd\_cmc in net\_mode.c, (null)  
         net\_open in net\_open.c, IFDEF SIMBFLY  
         open\_cmc in net\_open.c, IFNDEF SIMBFLY  
         net\_set\_parameters in net\_open.c, IFNDEF SIMBFLY, IFDEF mips  
         net\_set\_parameters in net\_open.c, IFNDEF SIMBFLY, IFDEF SUN  
         net\_set\_parameters in net\_open.c, IFNDEF SIMBFLY, IFNDEF mips,  
         IFDEF SUN  
         net\_get\_parameters in net\_open.c, IFNDEF SIMBFLY, IFDEF mips  
         net\_get\_parameters in net\_open.c, IFNDEF SIMBFLY, IFDEF SUN  
         net\_get\_parameters in net\_open.c, IFNDEF SIMBFLY, IFNDEF mips,  
         IFDEF SUN  
         get\_type in net\_open.c, IFDEF SIMBFLY  
         recv\_cmc in net\_orecv.c, IFNDEF SIMBFLY  
         recv\_147 in net\_orecv.c, IFDEF \_GT\_  
         send\_cmc in net\_osend.c, IFNDEF SIMBFLY  
         send\_cmc in net\_osend.c, (null)

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recv_cmc_8023 in net_recv.c, IFNDEF SIMBFLY
recv_147_8023 in net_recv.c, IFDEF _GT_
net_get_rcv in net_recv.c, IFDEF _GT_
net_run in net_run.c, (null)
net_stop in net_run.c, (null)
send_cmc_8023 in net_send.c, IFNDEF SIMBFLY
send_cmc_8023 in net_send.c, (null)
net_stamp_disable in net_stam.c, (null)
net_stamp_enable in net_stam.c, (null)
net_get_statistics in net_stat.c, IFDEF mips
net_zero_statistics in net_stat.c, (null)
net_gettime in net_time.c, (null)
net_settime in net_time.c, (null)
net_stomp_time in net_time.c, (null)
net_add_type in net_type.c, (null)
net_init_type in net_type.c, (null)
FUNCTION: access_cmc(np, command)
    net_access in net_acce.c, IFNDEF SIMBFLY
FUNCTION: access_147(np, command)
    calledBy:
        net_access in net_acce.c, IFNDEF SIMBFLY
FILE: net_addr.c
FUNCTION: net_addr_compare(a1, a2)
    calledBy:
        AssocSendAggregate in aggregate.c, (null)
        OpenEnetChannel in chenet.c, (null)
        RecvEnetChannel in chenet.c, (null)
        RouteToExChannel in route.c, (null)
        RouteToFrascaChannel in route.c, (null)
        ExSubscribe in subscribe.c, (null)
        do_receive in netxr.c, (null)
        do_server in tfx.c, (null)
        do_get in tfx.c, (null)
        do_put in tfx.c, (null)
FUNCTION: net_addr_bin_to_str(p, ps)
    calledBy:
        ExGroupPrint in makegroup.c, (null)
        do_ethernet_address in netcon.c, (null)
        main in netdump.c, (null)
        main in tfx.c, (null)
        do_server in tfx.c, (null)
        network_restart in net_restart.c, (null)
FUNCTION: net_addr_str_to_bin(p, s)
    calledBy:
        OpenEnetChannel in chenet.c, (null)
        ExMakeGroupFromString in makegroup.c, (null)
        do_multicast in netcon.c, (null)
        do_send in netxr.c, (null)
        do_receive in netxr.c, (null)
        do_get in tfx.c, (null)
        do_put in tfx.c, (null)
FUNCTION: net_getaddr(h, p)
    calledBy:
        OpenEnetChannel in chenet.c, (null)

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ExSubscribe in subscribe.c, (null)  
open\_147 in net\_open.c, IFNDEF SIMBFLY, IFDEF \_GT\_  
do\_ethernet\_address in netcon.c, (null)  
main in tfx.c, (null)  
network\_restart in net\_restart.c, (null)  
FUNCTION: net\_addr\_format\_convert(p1, p2)  
FUNCTION: net\_zeroaddr(p)  
FILE: net\_clos.c  
FUNCTION: net\_close(h)  
calledBy:  
AssocClose in close.c, (null)  
ExSubscribe in subscribe.c, (null)  
ExUnsubscribe in unsubscribe.c, (null)  
main in netcon.c, (null)  
do\_load in netcon.c, IFDEF \_GT\_  
do\_load in netcon.c, IFDEF LYNX  
do\_load in netcon.c, IFDEF SUN  
do\_reset in netcon.c, IFDEF SUN  
do\_reset in netcon.c, IFDEF \_GT\_  
do\_reset in netcon.c, IFDEF LYNX  
do\_reset in netcon.c, IFDEF SIMBFLY  
do\_buffers in netcon.c, (null)  
do\_multicast in netcon.c, (null)  
do\_statistics in netcon.c, (null)  
do\_syserrors in netcon.c, (null)  
do\_zerostats in netcon.c, (null)  
main in netxr.c, (null)  
main in tfx.c, (null)  
veh\_spec\_exit in kato\_main.c, (null)  
network\_restart in net\_restart.c, (null)  
veh\_spec\_exit in m1\_main.c, (null)  
veh\_spec\_exit in m2\_main.c, (null)  
FILE: net\_ctl.c  
FUNCTION: net\_alive(h)  
calledBy:  
AssocOpen in open.c, (null)  
AssocAttach in open.c, (null)  
open\_cmc in net\_open.c, IFNDEF SIMBFLY  
main in netcon.c, (null)  
network\_restart in net\_restart.c, (null)  
FUNCTION: net\_iocontrol(h, sendbuf, sendsize, recvbuf, recvsize)  
FUNCTION: net\_nopened(h)  
FUNCTION: net\_res(h)  
calledBy:  
do\_reset in netcon.c, IFDEF SUN  
do\_reset in netcon.c, IFDEF \_GT\_  
do\_reset in netcon.c, IFDEF LYNX  
do\_reset in netcon.c, IFDEF SIMBFLY  
network\_restart in net\_restart.c, (null)  
FUNCTION: net\_settimeout(h, value)  
FUNCTION: net\_loopback(h, flag)  
calledBy:  
do\_loop in netcon.c, (null)  
FILE: net\_data.c

FILE: net\_flush.c

FUNCTION: net\_flush(h, flags)

calledBy:

OpenEnetChannel in chenet.c, (null)

main in netdump.c, (null)

main in tfx.c, (null)

FILE: net\_info.c

FUNCTION: net\_bufs(h, pxmtbufs, prcvbufs)

calledBy:

do\_buffers in netcon.c, (null)

network\_restart in net\_restart.c, (null)

FUNCTION: net\_hostbuf\_info(h, pbufptr, pbufsize)

calledBy:

filter\_init in init.c, (null)

FUNCTION: net\_interface\_type(h)

FUNCTION: net\_sharebuf\_info(h, pbufptr, pbufsize)

FUNCTION: net\_syserror\_info(h, perr, p\_num)

calledBy:

do\_syserrors in netcon.c, (null)

FUNCTION: net\_version(h, version, version\_size)

calledBy:

do\_version in netcon.c, (null)

FILE: net\_load.c

FUNCTION: net\_load(h, buffer, count, offset)

calledBy:

do\_load in netcon.c, IFDEF \_GT\_

do\_load in netcon.c, IFDEF LYNX

do\_load in netcon.c, IFDEF SUN

do\_load in netcon.c, IFDEF SIMBFLY

network\_restart in net\_restart.c, (null)

FUNCTION: XXX\_LSEEK(np -> fd, (long)offset, 0)

FILE: net\_mca.c

FUNCTION: net\_add\_mca(h, pna)

calledBy:

AssocSubscribeWithMask in subscribe.c, (null)

OpenEnetChannel in chenet.c, (null)

ExSubscribe in subscribe.c, (null)

open\_147 in net\_open.c, IFNDEF SIMBFLY, IFDEF \_GT\_

NetworkInit in network.c, (null)

do\_multicast in netcon.c, (null)

FUNCTION: net\_del\_mca(h, pna)

calledBy:

AssocUnsubscribeWithMask in subscribe.c, (null)

ExUnsubscribe in unsubscribe.c, (null)

do\_multicast in netcon.c, (null)

FUNCTION: net\_init\_mca(h)

calledBy:

AssocOpen in open.c, (null)

NetworkInit in network.c, (null)

do\_multicast in netcon.c, (null)

main in tfx.c, IFNDEF \_GT\_

FILE: net\_mode.c

FUNCTION: net\_extloop(h, na)

calledBy:

main in netcon.c, (null)  
FUNCTION: net\_intloop(h, na)  
calledBy:  
main in netcon.c, (null)  
FUNCTION: net\_norm(h, na)  
calledBy:  
AssocOpen in open.c, (null)  
main in netcon.c, (null)  
network\_restart in net\_restart.c, (null)  
FUNCTION: net\_prom(h, na)  
calledBy:  
main in netcon.c, (null)  
FUNCTION: do\_mode\_cmd(mode, h, na)  
calledBy:  
net\_extloop in net\_mode.c, (null)  
net\_intloop in net\_mode.c, (null)  
net\_norm in net\_mode.c, (null)  
net\_prom in net\_mode.c, (null)  
FUNCTION: do\_mode\_cmd\_cmc(mode, h, na, np)  
calledBy:  
do\_mode\_cmd in net\_mode.c, (null)  
FUNCTION: do\_mode\_cmd\_147(mode, h, na, np)  
calledBy:  
do\_mode\_cmd in net\_mode.c, (null)  
FILE: net\_open.c  
FUNCTION: net\_open(svr, flags)  
calledBy:  
AssocOpen in open.c, (null)  
AssocAttach in open.c, (null)  
OpenEnetChannel in chenet.c, (null)  
ExSubscribe in subscribe.c, (null)  
millitime in millitime.c, (null)  
NetworkInit in network.c, (null)  
main in netcon.c, (null)  
openit in netcon.c, (null)  
main in netdump.c, (null)  
main in netxr.c, (null)  
main in tfx.c, (null)  
network\_restart in net\_restart.c, (null)  
FUNCTION: net\_open(device, flags, nib)  
calledBy:  
AssocOpen in open.c, (null)  
AssocAttach in open.c, (null)  
OpenEnetChannel in chenet.c, (null)  
ExSubscribe in subscribe.c, (null)  
millitime in millitime.c, (null)  
NetworkInit in network.c, (null)  
main in netcon.c, (null)  
openit in netcon.c, (null)  
main in netdump.c, (null)  
main in netxr.c, (null)  
main in tfx.c, (null)  
network\_restart in net\_restart.c, (null)  
FUNCTION: open\_cmc(device, flags, nib, h, np)

calledBy:  
  net\_open in net\_open.c, IFNDEF SIMBFLY  
FUNCTION: open\_147(device, flags, nib, h, np)  
  calledBy:  
    net\_open in net\_open.c, IFNDEF SIMBFLY  
FUNCTION: net\_set\_parameters(h, nib, flag)  
FUNCTION: net\_get\_parameters(h, nib, flag)  
  calledBy:  
    open\_cmc in net\_open.c, IFNDEF SIMBFLY  
    network\_restart in net\_restart.c, (null)  
FUNCTION: get\_type(np, dev, flags)  
  calledBy:  
    net\_open in net\_open.c, IFDEF SIMBFLY  
    net\_open in net\_open.c, IFNDEF SIMBFLY  
FUNCTION: get\_device\_number(device)  
  calledBy:  
    net\_open in net\_open.c, IFDEF SIMBFLY  
    open\_cmc in net\_open.c, IFNDEF SIMBFLY  
FILE: net\_orecv.c  
FUNCTION: net\_recv(h, hdr, buf, bufsize, plen, flags)  
  calledBy:  
    do\_server in tfx.c, (null)  
    do\_get in tfx.c, (null)  
    do\_put in tfx.c, (null)  
FUNCTION: recv\_cmc(h, hdr, buf, \*bufsize, plen, flags, np)  
  calledBy:  
    net\_recv in net\_orecv.c, (null)  
FUNCTION: recv\_147(h, hdr, buf, bufsize, plen, flags, np)  
  calledBy:  
    net\_recv in net\_orecv.c, (null)  
FUNCTION: net\_get\_next\_packet(h, hdr, buf, plen, flags)  
FUNCTION: net\_release\_next\_packet(h, flags)  
FUNCTION: net\_get\_recv(h, hdr, buf, plen, flags)  
  calledBy:  
    net\_get\_next\_packet in net\_orecv.c, (null)  
FUNCTION: net\_release\_recv(h, flags)  
  calledBy:  
    net\_release\_next\_packet in net\_orecv.c, (null)  
FILE: net\_osend.c  
FUNCTION: net\_send(h, hdr, buf, len, flags)  
  calledBy:  
    ExSendFrasca in send.c, (null)  
    do\_server in tfx.c, (null)  
    do\_get in tfx.c, (null)  
    do\_put in tfx.c, (null)  
FUNCTION: send\_cmc(h, hdr, buf, len, flags, np)  
  calledBy:  
    net\_send in net\_osend.c, (null)  
FUNCTION: send\_147(h, hdr, buf, len, flags, np)  
  calledBy:  
    net\_send in net\_osend.c, (null)  
FUNCTION: net\_get\_send(h, hdr, buf, plen, flags)  
FUNCTION: net\_release\_send(h, flags)  
FILE: net\_rcv.c

FUNCTION: net\_rcv(h, buf, bufsize, len, flags)  
calledBy:  
    RecvEnetChannel in chenec.c, (null)  
    process\_a\_packet in network.c, (null)  
    main in netdump.c, (null)  
    do\_receive in netxr.c, (null)

FUNCTION: net\_get\_rcv\_to\_addr(h, to)  
calledBy:  
    AssocProcessRequestPDU in proc\_req.c, (null)  
    RecvEnetChannel in chenec.c, (null)  
    RecvBuffer in srbuf.c, (null)  
    main in netdump.c, (null)  
    do\_receive in netxr.c, (null)

FUNCTION: net\_get\_rcv\_from\_addr(h, from)  
calledBy:  
    AssocGetLastAddress in who.c, (null)  
    RecvEnetChannel in chenec.c, (null)  
    RecvBuffer in srbuf.c, (null)  
    main in netdump.c, (null)  
    do\_receive in netxr.c, (null)

FUNCTION: net\_get\_rcv\_type(h)  
calledBy:  
    RecvEnetChannel in chenec.c, (null)  
    RecvBuffer in srbuf.c, (null)  
    main in netdump.c, (null)  
    do\_receive in netxr.c, (null)

FUNCTION: recv\_cmc\_8023(h, buf, bufsize, plen, flags, np)  
calledBy:  
    net\_rcv in net\_rcv.c, (null)

FUNCTION: recv\_147\_8023(h, buf, bufsize, plen, flags, np)  
calledBy:  
    net\_rcv in net\_rcv.c, (null)

FUNCTION: wait\_for\_full\_ring\_element(rp)  
calledBy:  
    recv\_cmc in net\_orecv.c, (null)  
    recv\_cmc in net\_orecv.c, IFNDEF mips  
    recv\_cmc\_8023 in net\_rcv.c, (null)  
    recv\_cmc\_8023 in net\_rcv.c, IFNDEF mips

FUNCTION: net\_reset\_lock(h)  
calledBy:  
    network\_restart in net\_restart.c, (null)

FUNCTION: net\_get\_rcv(h, buf, plen, flags)  
calledBy:  
    AssocWaitForPDU in block.c, (null)  
    AssocReceiveAssocPDU in raw.c, (null)  
    AssocReceivePDU in receive.c, (null)  
    RecvBuffer in srbuf.c, (null)  
    main in netdump.c, (null)  
    do\_receive in netxr.c, (null)

FUNCTION: net\_release\_rcv(h, flags)  
calledBy:  
    AssocWaitForPDU in block.c, (null)  
    AssocReceiveAssocPDU in raw.c, (null)  
    AssocReceivePDU in receive.c, (null)



RecvBuffer in srbuf.c, (null)  
main in netdump.c, (null)  
do\_receive in netxr.c, (null)

FILE: net\_reg.c  
FUNCTION: net\_reg\_read(h, regnum, pval)  
calledBy:  
filter\_dump\_filter\_info in dump.c, (null)  
do\_register in netcon.c, (null)  
FUNCTION: net\_reg\_write(h, regnum, val)  
calledBy:  
filter\_init in init.c, (null)  
do\_register in netcon.c, (null)

FILE: net\_run.c  
FUNCTION: net\_run(h)  
calledBy:  
main in netcon.c, (null)  
network\_restart in net\_restart.c, (null)  
FUNCTION: net\_stop(h)  
calledBy:  
AssocOpen in open.c, (null)  
main in netcon.c, (null)

FILE: net\_send.c  
FUNCTION: wait\_for\_empty\_ring\_element(rp)  
calledBy:  
send\_cmc in net\_osend.c, (null)  
send\_cmc in net\_osend.c, IFNDEF mips  
send\_cmc\_8023 in net\_send.c, (null)  
send\_cmc\_8023 in net\_send.c, IFNDEF mips  
FUNCTION: net\_snd(h, to, buf, len, flags)  
calledBy:  
AssocSendAggregate in aggregate.c, (null)  
AssocProcessRequestPDU in proc\_req.c, (null)  
AssocSendDatagram in send.c, (null)  
UpdateTransactions in tick.c, (null)  
AssocSendTransact in transact.c, (null)  
AssocSendResponse in transact.c, (null)  
SendEnetChannel in chenet.c, (null)  
do\_send in netxr.c, (null)  
FUNCTION: net\_set\_snd\_from\_addr(h, from)  
calledBy:  
AssocOpen in open.c, (null)  
AssocAttach in open.c, (null)  
SendEnetChannel in chenet.c, (null)  
SendBuffer in srbuf.c, (null)  
do\_send in netxr.c, (null)  
FUNCTION: net\_set\_snd\_type(h, type)  
calledBy:  
AssocSetProtocolFamily in family.c, (null)  
AssocOpen in open.c, (null)  
SendEnetChannel in chenet.c, (null)  
SendBuffer in srbuf.c, (null)  
do\_send in netxr.c, (null)  
FUNCTION: send\_cmc\_8023(h, to, buf, len, flags, np)  
calledBy:

net\_snd in net\_send.c, (null)  
FUNCTION: send\_147\_8023(h, to, buf, len, flags, np)  
calledBy:  
net\_snd in net\_send.c, (null)  
FUNCTION: net\_get\_snd(h, buf, plen, flags)  
calledBy:  
SendBuffer in srbuf.c, (null)  
do\_send in netxr.c, (null)  
FUNCTION: net\_release\_snd(h, to, len, flags)  
calledBy:  
SendBuffer in srbuf.c, (null)  
do\_send in netxr.c, (null)  
FILE: net\_stam.c  
FUNCTION: net\_get\_timestamp(h)  
calledBy:  
main in netdump.c, (null)  
FUNCTION: net\_put\_timestamp(h, time)  
FUNCTION: net\_stamp\_disable(h)  
calledBy:  
network\_init in nwk\_init.c, (null)  
network\_init in network\_init.c, (null)  
FUNCTION: net\_stamp\_enable(h)  
FILE: net\_stat.c  
FUNCTION: net\_get\_statistics(h, stats)  
calledBy:  
net\_print\_statistics in net\_stat.c, (null)  
do\_statistics in netcon.c, (null)  
FUNCTION: errno  
FUNCTION: net\_zero\_statistics(h)  
calledBy:  
do\_zerostats in netcon.c, (null)  
keyboard\_simul in niu\_keybrd.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
keyboard\_simul in m1\_keybrd.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)  
FUNCTION: net\_stat\_string(stat, buf)  
calledBy:  
net\_print\_statistics in net\_stat.c, (null)  
do\_statistics in netcon.c, (null)  
FUNCTION: net\_print\_statistics(h)  
calledBy:  
keyboard\_simul in niu\_keybrd.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
keyboard\_simul in m1\_keybrd.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)  
FILE: net\_stuf.c  
FUNCTION: get\_locks(np)  
calledBy:  
open\_cmc in net\_open.c, IFNDEF SIMBFLY  
FUNCTION: map\_buffers(np, flags)  
calledBy:  
open\_cmc in net\_open.c, IFNDEF SIMBFLY  
FUNCTION: map\_enp(np)  
calledBy:

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    open_cmc in net_open.c, IFNDEF SIMBFLY
FUNCTION: unmap_enp(np)
FUNCTION: unmap_buffers(np)
    calledBy:
        open_cmc in net_open.c, IFNDEF SIMBFLY
FUNCTION: unget_locks(np)
    calledBy:
        open_cmc in net_open.c, IFNDEF SIMBFLY
FILE: net_time.c
FUNCTION: net_gettime(h)
    calledBy:
        net_current_time in net_time.c, IFDEF _GT_
        do_timeget in netcon.c, (null)
FUNCTION: net_settime(h, time)
    calledBy:
        net_init_time in net_time.c, IFDEF _GT_
        do_timeset in netcon.c, (null)
FUNCTION: net_current_time(h)
    calledBy:
        AssocSendAggregate in aggregate.c, (null)
        AssocAddTransaction in origin.c, (null)
        AssocCacheResponse in respondent.c, (null)
        AssocTimeOutOldResponses in respondent.c, (null)
        AssocTickAssocLayer in tick.c, (null)
        UpdateTransactions in tick.c, (null)
        rtc_read_clock in rtc_timing.c, IFNDEF SIMBFLY, IFNDEF _GT_, IFDEF
        MASSCOMP
        rva_adjust_vehicles in rva_adjust.c, (null)
        rva_smooth_get_new_velocities in rva_smooth.c, (null)
        process_known_vehicle in rva_update.c, (null)
        process_unknown_vehicle in rva_update.c, (null)
        rva_process_update in rva_update.c, (null)
        millitime in millitime.c, (null)
        do_timecur in netcon.c, (null)
        do_get in tfx.c, (null)
        do_put in tfx.c, (null)
        start_stats in tfx.c, (null)
        end_stats in tfx.c, (null)
        io_simul in io_simul.c, IFNDEF _GT_
        io_simul_idle in io_simul.c, (null)
        rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
        rva_adjust_static_vehicles in rva_adjust.c, (null)
        rva_smooth_get_new_velocities in rva_smooth.c, (null)
        process_known_static in rva_update.c, (null)
        process_unknown_static in rva_update.c, (null)
        process_known_dynamic in rva_update.c, (null)
        process_unknown_dynamic in rva_update.c, (null)
        rva_process_update in rva_update.c, (null)
        io_simul_idle in niu_io_simul.c, (null)
        cig_failed_fsm in kato_status.c, (null)
        format_vehicle_appearance in appearance.c, (null)
        format_stealth_appearance in appearance.c, (null)
        network_send_missile_appearance in missile.c, (null)
        het_send_packet in het_send_pkt.c, (null)

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obj\_adjust\_static\_objects in obj\_adjust.c, (null)  
 obj\_process\_object in obj\_storage.c, (null)  
 SbMilliseconds in sbcustom.c, (null)  
 cig\_failed\_fsm in m1\_status.c, (null)  
 cig\_failed\_fsm in m2\_status.c, (null)  
 FUNCTION: net\_init\_time(h)  
   do\_timecur in netcon.c, (null)  
   main in tfx.c, (null)  
   network\_init in nwk\_init.c, (null)  
   network\_init in network\_init.c, (null)  
 FUNCTION: net\_stomp\_time(h)  
 FUNCTION: net\_heartbeat(h)  
   calledBy:  
     do\_heartbeat in netcon.c, (null)  
     monitor\_status in m1\_status.c, (null)  
     monitor\_status in m2\_status.c, (null)  
 FUNCTION: net\_device\_base(h)  
 FILE: net\_type.c  
 FUNCTION: net\_add\_type(h, type)  
   calledBy:  
     AssocSetProtocolFamily in family.c, (null)  
     AssocOpen in open.c, (null)  
     AssocAttach in open.c, (null)  
     OpenEnetChannel in chenet.c, (null)  
     ExSubscribe in subscribe.c, (null)  
     main in netdump.c, (null)  
     do\_receive in netxr.c, (null)  
 FUNCTION: net\_init\_type(h)  
   calledBy:  
     AssocSetProtocolFamily in family.c, (null)  
     AssocOpen in open.c, (null)  
     main in netdump.c, (null)  
     do\_receive in netxr.c, (null)  
  
**DIRECTORY: ./common/libsrc/libp2p**  
 FILE: init.c  
   FUNCTION: PointToPointOpen(device, def)  
     calledBy:  
       network\_init in network\_init.c, (null)  
   FUNCTION: PointToPointSetPromiscuous(promiscuous)  
 FILE: receive.c  
   FUNCTION: PointToPointReceivePDU(handle, data, length, group, protocol,  
     primitive, originator, transID, respondent)  
 FILE: send.c  
   FUNCTION: AssociationDataUnitbuf[(MAX\_DATA\_SIZE\_8023 /  
     sizeof(AssociationDataUnit))  
   FUNCTION: PointToPointSendPDU(handle, data, length, group, protocol,  
     destination)  
     calledBy:  
       send\_pt\_packet in send\_pt\_pkt.c, (null)  
  
**DIRECTORY: ./common/libsrc/libparser**  
 FILE: kidge.c

FUNCTION: ecmderr()  
FUNCTION: gethost()  
FUNCTION: isbadhost()  
FUNCTION: hostname()  
FUNCTION: hostfmt()  
FUNCTION: getnet()  
FUNCTION: isbadnet()  
FUNCTION: netfmt()  
FILE: par\_base.c  
FUNCTION: ParseInput(pdp, table)  
    calledBy:  
        DoCommand in par\_util.c, (null)  
        DoHelp in par\_util.c, (null)  
        DoEscape in par\_util.c, (null)  
        ShowBindings in par\_util.c, (null)  
FUNCTION: ParseList(argc, argv, pdp, first, end)  
    calledBy:  
        ParseInput in par\_base.c, (null)  
        ParseKeyword in par\_base.c, (null)  
        ParseDoKeywordTable in par\_base.c, (null)  
FUNCTION: ParseKeyword(argc, argv, pdp, first, end)  
    calledBy:  
        ParseList in par\_base.c, (null)  
FUNCTION: ParseCommandDone(nu\_argc, nu\_argv, pdp, arg2)  
FUNCTION: ParseDoKeywordTable(argc, argv, pdp, arg2)  
FILE: par\_const.c  
FUNCTION: ParseGetConstant(argc, argv, pdp, ftable)  
FILE: par\_copy.c  
FUNCTION: stringcopy(str)  
    calledBy:  
        CommandLog in par\_hist.c, (null)  
        ParseGetString in par\_lib.c, (null)  
FILE: par\_edit.c  
FUNCTION: ChangePrompt(prompt)  
    calledBy:  
        ParseSetPrompt in par\_lib.c, (null)  
FUNCTION: ChangeTopLevel(table)  
    calledBy:  
        ParseSetTopLevel in par\_lib.c, (null)  
FUNCTION: InitParser(table, prompt, logsize)  
    calledBy:  
        tty\_setup\_parser\_break\_set in bindings.c, (null)  
        tty\_setup\_parser\_break\_set in geyer.c, (null)  
FUNCTION: UpdateLine(pdp)  
    calledBy:  
        ParseInput in par\_base.c, (null)  
        RedisplayLine in par\_edit.c, (null)  
        DoHelp in par\_util.c, (null)  
        ShowBindings in par\_util.c, (null)  
        parser\_invoke\_fcn\_on\_char in bindings.c, (null)  
        parser\_invoke\_fcn\_on\_char in geyer.c, (null)  
FUNCTION: UpdateMoveCursor(outbuf, linebuf, count)  
    calledBy:  
        UpdateLine in par\_edit.c, (null)

FUNCTION: RedisplayLine(pdp)  
calledBy:  
    ParseInput in par\_base.c, (null)  
    tty\_parser\_init in bindings.c, (null)  
    tty\_goto\_parser\_mode in bindings.c, (null)  
    tty\_goto\_parser\_mode in geyer.c, (null)  
FUNCTION: SetStopPoint(pdp, at\_cursor)  
calledBy:  
    DoCommand in par\_util.c, (null)  
    DoHelp in par\_util.c, (null)  
    DoEscape in par\_util.c, (null)  
FUNCTION: NextChar(pdp)  
calledBy:  
    ParseInput in par\_base.c, (null)  
    ParseGetToken in par\_util.c, (null)  
    ParseEscapeComplete in par\_util.c, (null)  
FUNCTION: MarkCursor(pdp)  
calledBy:  
    ParseGetToken in par\_util.c, (null)  
FUNCTION: RestoreCursor(pdp)  
calledBy:  
    ParseInput in par\_base.c, (null)  
    ParseEscapeComplete in par\_util.c, (null)  
FUNCTION: EmptyLine(pdp)  
FUNCTION: BeginningOfLine(pdp)  
calledBy:  
    ParseInput in par\_base.c, (null)  
    CopyEarlierCommand in par\_hist.c, (null)  
FUNCTION: Back1Char(pdp)  
FUNCTION: Delete1Forward(pdp)  
FUNCTION: EndOfLine(pdp)  
calledBy:  
    ParseInput in par\_base.c, (null)  
    ShowBindings in par\_util.c, (null)  
FUNCTION: Forward1Char(pdp)  
FUNCTION: GobbleWord(pdp)  
FUNCTION: Delete1Backward(pdp)  
calledBy:  
    DoHelp in par\_util.c, (null)  
FUNCTION: KillLine(pdp)  
FUNCTION: KillForward(pdp)  
calledBy:  
    ParseInput in par\_base.c, (null)  
    CopyEarlierCommand in par\_hist.c, (null)  
FUNCTION: LeftWord(pdp)  
FUNCTION: RightWord(pdp)  
FUNCTION: DeleteWord(pdp)  
FUNCTION: InsertChar(pdp, ch)  
calledBy:  
    ParseInput in par\_base.c, (null)  
    InsertChar in par\_edit.c, (null)  
    CopyEarlierCommand in par\_hist.c, (null)  
    DoHelp in par\_util.c, (null)  
    ParseEscapeComplete in par\_util.c, (null)

FUNCTION: ForwardChar(pdp, count)  
    calledBy:  
        Forward1Char in par\_edit.c, (null)  
        RightWord in par\_edit.c, (null)  
FUNCTION: BackChar(pdp, count)  
    calledBy:  
        ParseInput in par\_base.c, (null)  
        Back1Char in par\_edit.c, (null)  
        Delete1Backward in par\_edit.c, (null)  
        LeftWord in par\_edit.c, (null)  
        DeleteWord in par\_edit.c, (null)  
        InsertChar in par\_edit.c, (null)  
        DeleteChar in par\_edit.c, (null)  
FUNCTION: DeleteChar(pdp, count)  
    calledBy:  
        Delete1Forward in par\_edit.c, (null)  
        GobbleWord in par\_edit.c, (null)  
        Delete1Backward in par\_edit.c, (null)  
        KillLine in par\_edit.c, (null)  
        KillForward in par\_edit.c, (null)  
        DeleteWord in par\_edit.c, (null)  
FUNCTION: ScanForward(pdp)  
    calledBy:  
        RightWord in par\_edit.c, (null)  
FUNCTION: LookForward(pdp)  
    calledBy:  
        GobbleWord in par\_edit.c, (null)  
FUNCTION: ScanBackwards(pdp)  
    calledBy:  
        LeftWord in par\_edit.c, (null)  
        DeleteWord in par\_edit.c, (null)  
FILE: par\_fields.c  
    FUNCTION: ParseGetFields(argc, argv, pdp, ftable)  
    FUNCTION: TypeFields(ftable, flag)  
        calledBy:  
            ParseList in par\_base.c, (null)  
    FUNCTION: FieldGet(ftable, bit)  
        calledBy:  
            ParseGetFields in par\_fields.c, (null)  
            TypeFields in par\_fields.c, (null)  
FILE: par\_hist.c  
    FUNCTION: CommandLog(pdp)  
        calledBy:  
            ParseList in par\_base.c, (null)  
    FUNCTION: CopyEarlierCommand(pdp)  
        calledBy:  
            PreviousCommand in par\_hist.c, (null)  
            NextCommand in par\_hist.c, (null)  
    FUNCTION: PreviousCommand(pdp)  
    FUNCTION: NextCommand(pdp)  
FILE: par\_lib.c  
    FUNCTION: DEFINE\_TABLE(g\_ParseYesNo)  
    FUNCTION: KEYWORD\_SELECT(NULL)  
    FUNCTION: KEYWORD("yes", "affirmative")

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FUNCTION: PUTARG(TRUE)
FUNCTION: KEYWORD("no", "negative")
FUNCTION: PUTARG(FALSE)
FUNCTION: DEFINE_TABLE(g_ParseOnOff)
FUNCTION: KEYWORD_SELECT(NULL)
FUNCTION: KEYWORD("on", "turn on")
FUNCTION: PUTARG(TRUE)
FUNCTION: KEYWORD("off", "turn off")
FUNCTION: PUTARG(FALSE)
FUNCTION: ParseSetPrompt(argc, argv, pdp, arg2)
FUNCTION: ParseSetTopLevel(argc, argv, pdp, arg2)
FUNCTION: ParseGetDecimal(argc, argv, pdp, arg2)
FUNCTION: ParseGetHex(argc, argv, pdp, arg2)
FUNCTION: ParseGetOctal(argc, argv, pdp, arg2)
FUNCTION: ParseGetFloat(argc, argv, pdp, arg2)
FUNCTION: ParseGetString(argc, argv, pdp, arg2)
FUNCTION: ParsePutArg(argc, argv, nu_pdp, arg2)
FUNCTION: ParseOptional(argc, nu_argv, pdp, nu_arg2)
FUNCTION: ParseConvertNumber(argc, argv, pdp, arg2, base, bname)
    calledBy:
        ParseGetDecimal in par_lib.c, (null)
        ParseGetHex in par_lib.c, (null)
        ParseGetOctal in par_lib.c, (null)
FUNCTION: ParseConvertFloat(argc, argv, pdp, arg2)
    calledBy:
        ParseGetFloat in par_lib.c, (null)
FILE: par_unix.c
FUNCTION: Alloc(size)
    calledBy:
        stringcopy in par_copy.c, (null)
        InitParser in par_edit.c, (null)
FUNCTION: Free(pointer)
    calledBy:
        ParseInput in par_base.c, (null)
        CommandLog in par_hist.c, (null)
FUNCTION: ParsePrintctl, va_alist)
    calledBy:
        ParseList in par_base.c, (null)
        ParseKeyword in par_base.c, (null)
        ParseGetConstant in par_const.c, (null)
        UpdateLine in par_edit.c, (null)
        RedisplayLine in par_edit.c, (null)
        InsertChar in par_edit.c, (null)
        ForwardChar in par_edit.c, (null)
        ParseGetFields in par_fields.c, (null)
        TypeFields in par_fields.c, (null)
        ParseGetString in par_lib.c, (null)
        ParseConvertNumber in par_lib.c, (null)
        ParseConvertFloat in par_lib.c, (null)
        ParsePrint in par_unix.c, IFDEF Masscomp
        ParsePrint in par_unix.c, IFDEF SIMBLY
        ParsePrint in par_unix.c, IFDEF _GT
        ParsePrint in par_unix.c, IFDEF mips
        DoCommand in par_util.c, (null)

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    DoHelp in par_util.c, (null)
    ParseError in par_util.c, (null)
    ParseMessage in par_util.c, (null)
    ParseFindEndList in par_util.c, (null)
FILE: par_util.c
FUNCTION: DoCommand(pdp)
FUNCTION: DoHelp(pdp)
FUNCTION: DoEscape(pdp)
FUNCTION: ParseMustFree(pdp, index)
    calledBy:
        ParseGetString in par_lib.c, (null)
FUNCTION: ParseInSet(ch, set)
    calledBy:
        ParseGetToken in par_util.c, (null)
FUNCTION: ParseGetToken(pdp, tok)
    calledBy:
        ParseList in par_base.c, (null)
        ParseKeyword in par_base.c, (null)
        ParseCommandDone in par_base.c, (null)
        ParseGetConstant in par_const.c, (null)
        ParseGetFields in par_fields.c, (null)
        ParseGetString in par_lib.c, (null)
        ParseConvertNumber in par_lib.c, (null)
        ParseConvertFloat in par_lib.c, (null)
FUNCTION: ParseError(pdp, arg2, msg1, msg2, msg3, msg4, msg5)
    calledBy:
        ParseInput in par_base.c, (null)
        ParseList in par_base.c, (null)
        ParseKeyword in par_base.c, (null)
        ParseCommandDone in par_base.c, (null)
        ParseGetConstant in par_const.c, (null)
        ParseGetFields in par_fields.c, (null)
        ParseGetString in par_lib.c, (null)
        ParseConvertNumber in par_lib.c, (null)
        ParseConvertFloat in par_lib.c, (null)
        ParseTableFind in par_util.c, (null)
FUNCTION: ParseMessage(pdp, message)
    calledBy:
        ParseList in par_base.c, (null)
        ParseCommandDone in par_base.c, (null)
FUNCTION: ParseFindEndList(first, end, begin_tok, end_tok)
    calledBy:
        ParseList in par_base.c, (null)
        ParseKeyword in par_base.c, (null)
FUNCTION: ParseMatch(command, token)
    calledBy:
        ParseKeyword in par_base.c, (null)
        ParseGetConstant in par_const.c, (null)
        ParseGetFields in par_fields.c, (null)
        ParseTableFind in par_util.c, (null)
FUNCTION: ParseTableFind(pdp, table, token, escape_used, entry)
    calledBy:
        ParseGetConstant in par_const.c, (null)
        ParseGetFields in par_fields.c, (null)

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FUNCTION: ParseEscapeComplete(pdp, token, addspace, nchars)

calledBy:

ParseKeyword in par\_base.c, (null)

ParseGetConstant in par\_const.c, (null)

ParseGetFields in par\_fields.c, (null)

FUNCTION: uc(ch)

FUNCTION: ShowBindings(pdp)

**DIRECTORY: ./common/libsrc/libpvis**

FILE: pv\_checkvis.c

FUNCTION: pve\_checkvis(pvparams)

calledBy:

SimpleRequestHandler in ivsvr.c, (null)

InterVehicleRequestHandler in ivsvr.c, (null)

FUNCTION: startup()

calledBy:

pve\_checkvis in pv\_checkvis.c, (null)

FUNCTION: clip\_to\_tdb(x\_1, y\_1, x\_2, y\_2)

calledBy:

startup in pv\_checkvis.c, (null)

FUNCTION: test\_mins()

calledBy:

pve\_checkvis in pv\_checkvis.c, (null)

FUNCTION: test\_maxima()

calledBy:

pve\_checkvis in pv\_checkvis.c, (null)

FUNCTION: patch()

calledBy:

test\_maxima in pv\_checkvis.c, (null)

FUNCTION: terrain()

calledBy:

patch in pv\_checkvis.c, (null)

FUNCTION: check\_edges(edge, verticesp, edgosp, type)

calledBy:

terrain in pv\_checkvis.c, (null)

FUNCTION: get\_mid\_pt(newptp, pt1p, pt2p, lambda)

FUNCTION: compute\_mid(midpointp, point1p, weight1, point2p)

FUNCTION: check\_edge\_hit(pointp, type)

calledBy:

check\_edges in pv\_checkvis.c, (null)

FUNCTION: count\_vtx1\_hit(type)

calledBy:

check\_edges in pv\_checkvis.c, IF COUNT\_HITS

FUNCTION: count\_vtx2\_hit(type)

calledBy:

check\_edges in pv\_checkvis.c, IF COUNT\_HITS

FUNCTION: count\_mid\_hit(type)

calledBy:

check\_edges in pv\_checkvis.c, IF COUNT\_HITS

FUNCTION: report\_edge\_hit(msg, edge, vertp, dot)

calledBy:

check\_edges in pv\_checkvis.c, IF DEBUG\_EDGES

FUNCTION: print\_edge(edge, vertex1p, vertex2p)

calledBy:  
 check\_edges in pv\_checkvis.c, IF DEBUG\_LIST\_EDGES  
 FUNCTION: edge\_glw\_miss(edge, edge\_glw, ray\_glw)  
 calledBy:  
 check\_edges in pv\_checkvis.c, IF DEBUG\_LIST\_EDGES  
 FUNCTION: edge\_z\_miss(edge)  
 calledBy:  
 check\_edges in pv\_checkvis.c, IF DEBUG\_LIST\_EDGES  
 FUNCTION: objects()  
 calledBy:  
 patch in pv\_checkvis.c, (null)  
 FUNCTION: obstacle()  
 calledBy:  
 objects in pv\_checkvis.c, (null)

**DIRECTORY: ./common/libsrc/libreader**

FILE: lexer.c

FUNCTION: yylex()  
 calledBy:  
 yyparse in parser.c, (null)  
 FUNCTION: yylook()  
 calledBy:  
 yylex in lexer.c, (null)  
 FUNCTION: yyback(p, m)  
 calledBy:  
 yylook in lexer.c, (null)  
 FUNCTION: yyinput()  
 FUNCTION: yyoutput(c)  
 FUNCTION: yyunput(c)

FILE: parser.c

FUNCTION: stack\_push(data\_ptr, stack\_ptr)  
 calledBy:  
 stack\_push\_array in parser.c, (null)  
 yyparse in parser.c, (null)  
 FUNCTION: stack\_push\_array(arr, stack\_ptr)  
 calledBy:  
 yyparse in parser.c, (null)  
 FUNCTION: free\_stack(stack\_ptr)  
 calledBy:  
 free\_stack in parser.c, (null)  
 yyparse in parser.c, (null)  
 FUNCTION: make\_array(stack\_ptr)  
 calledBy:  
 yyparse in parser.c, (null)  
 FUNCTION: copy\_stack\_to\_array(s, r)  
 calledBy:  
 make\_array in parser.c, (null)  
 copy\_stack\_to\_array in parser.c, (null)  
 FUNCTION: yyerror(s)  
 calledBy:  
 yylex in lexer.c, (null)  
 yyparse in parser.c, (null)  
 FUNCTION: reader\_find\_file(fname, dir, du)

```

FUNCTION: reader_read_file(fname, du)
  calledBy:
    reader_find_file in parser.c, (null)
FUNCTION: yyparse()
  calledBy:
    reader_read_file in parser.c, (null)
FILE: symbol.c
FUNCTION: init_symbol_table()
FUNCTION: get_symbol(s)
  calledBy:
    yylex in lexer.c, (null)
    get_symbol_with_quotes in symbol.c, IFNDEF NO_SYMBOLS
FUNCTION: get_symbol_with_quotes(s)
  calledBy:
    yylex in lexer.c, (null)
FUNCTION: describe_symbol_table(printp)
FUNCTION: Do_Hash(String_Ptr, String_Length)
  calledBy:
    get_symbol in symbol.c, IFNDEF NO_SYMBOLS
FUNCTION: get_symbol_value(s)
  calledBy:
    yylex in lexer.c, (null)
    yyparse in parser.c, (null)
FUNCTION: set_symbol_value(s, v)
  calledBy:
    yyparse in parser.c, (null)
FUNCTION: get_symbol(s)
  calledBy:
    yylex in lexer.c, (null)
    get_symbol_with_quotes in symbol.c, IFNDEF NO_SYMBOLS
FUNCTION: get_symbol_with_quotes(s)
  calledBy:
    yylex in lexer.c, (null)
FUNCTION: get_symbol_value(s)
  calledBy:
    yylex in lexer.c, (null)
    yyparse in parser.c, (null)
FUNCTION: set_symbol_value(s, v)
  calledBy:
    yyparse in parser.c, (null)
FILE: tags.c
FUNCTION: is_probably_a_string(s)
  calledBy:
    tag_error in tags.c, (null)
FUNCTION: tag_error(tag, table, tagged, errlevel)
  calledBy:
    find_tag in tags.c, (null)
    find_tag_sorted in tags.c, (null)
FUNCTION: find_tag(tag, table, tagged, errlevel)
FUNCTION: cmp_tag (du0, du1)
FUNCTION: sort_tag_table(table, tagged)
FUNCTION: binarysearch_tag(key, first, last)
  calledBy:
    binarysearch_tag in tags.c, (null)

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find\_tag\_sorted in tags.c, (null)  
 FUNCTION: find\_tag\_sorted(tag, table, tagged, errlevel)  
 FUNCTION: member\_tag(tag, table)

**DIRECTORY: ./common/libsrc/librtc**

FILE: rtc\_timing.c

FUNCTION: rtc\_init\_clock()

calledBy:

veh\_spec\_startup in niu\_main.c, (null)  
 veh\_spec\_startup in kato\_main.c, (null)  
 veh\_spec\_startup in m1\_main.c, (null)

FUNCTION: rtc\_read\_clock()

calledBy:

rtc\_start\_time in rtc\_timing.c, (null)  
 rtc\_stop\_time in rtc\_timing.c, (null)  
 ft\_poll\_eof in niu\_frm\_ctl.c, (null)

FUNCTION: rtc\_start\_time(bitnum)

calledBy:

rva\_tick\_rva in rva\_tick.c, (null)  
 io\_simul in io\_simul.c, IFDEF\_GT\_  
 io\_simul in io\_simul.c, IFNDEF\_GT\_  
 net\_simul in net\_simul.c, (null)  
 rva\_tick\_rva in rva\_tick.c, (null)  
 simulation\_state\_machine in stt\_machine.c, (null)  
 net\_simul in n\_net\_simul.c, (null)  
 ft\_start\_frame in niu\_frm\_ctl.c, (null)  
 io\_simul in niu\_io\_simul.c, (null)  
 cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)  
 cig\_prepare\_buffer in kato\_cig.c, (null)  
 cig\_receive\_buffer in cig\_recv\_buf.c, (null)  
 simulation\_state\_machine in main.c, (null)  
 msg\_process\_othervehs in adj\_otherveh.c, (null)  
 msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)  
 cig\_prepare\_buffer in m1\_cig.c, (null)  
 cig\_prepare\_buffer in m2\_cig.c, (null)

FUNCTION: rtc\_stop\_time(bitnum)

calledBy:

rva\_tick\_rva in rva\_tick.c, (null)  
 io\_simul in io\_simul.c, IFDEF\_GT\_  
 io\_simul in io\_simul.c, IFNDEF\_GT\_  
 net\_simul in net\_simul.c, (null)  
 rva\_tick\_rva in rva\_tick.c, (null)  
 simulation\_state\_machine in stt\_machine.c, (null)  
 net\_simul in n\_net\_simul.c, (null)  
 ft\_poll\_eof in niu\_frm\_ctl.c, (null)  
 io\_simul in niu\_io\_simul.c, (null)  
 cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)  
 cig\_prepare\_buffer in kato\_cig.c, (null)  
 cig\_receive\_buffer in cig\_recv\_buf.c, (null)  
 simulation\_state\_machine in main.c, (null)  
 msg\_process\_othervehs in adj\_otherveh.c, (null)  
 msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)  
 cig\_prepare\_buffer in m1\_cig.c, (null)

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    cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: rtc_time_history(temp_str, bitnum)
FUNCTION: rtc_print_time(temp_str, bitnum)
    calledBy:
        rtc_print_permanent in rtc_timing.c, (null)
        keyboard_simul in niu_keybrd.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
FUNCTION: rtc_simul_history()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)
FUNCTION: rtc_print_overrun()
FUNCTION: rtc_print1()
FUNCTION: rtc_overrun()
    calledBy:
        rtc_print_overrun in rtc_timing.c, (null)
FUNCTION: rtc_print_permanent()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
        keyboard_simul in m2_keybrd.c, (null)
FUNCTION: rtc_get_tick_rate()
    calledBy:
        ft_init_frame_time in niu_frm_ctl.c, (null)
FUNCTION: rtc_get_start(bitnum)
    calledBy:
        ft_poll_eof in niu_frm_ctl.c, (null)
FUNCTION: rtc_start_time(bitnum)
    calledBy:
        rva_tick_rva in rva_tick.c, (null)
        io_simul in io_simul.c, IFDEF_GT_
        io_simul in io_simul.c, IFNDEF_GT_
        net_simul in net_simul.c, (null)
        rva_tick_rva in rva_tick.c, (null)
        simulation_state_machine in stt_machine.c, (null)
        net_simul in n_net_simul.c, (null)
        ft_start_frame in niu_frm_ctl.c, (null)
        io_simul in niu_io_simul.c, (null)
        cig_msg_prepend_my_veh_state in kato_cig.c, (null)
        cig_prepare_buffer in kato_cig.c, (null)
        cig_receive_buffer in cig_recv_buf.c, (null)
        simulation_state_machine in main.c, (null)
        msg_process_otherevs in adj_otherevh.c, (null)
        msg_tell_cig_about_remote_entities in tell_cig.c, (null)
        cig_prepare_buffer in m1_cig.c, (null)
        cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: rtc_stop_time(bitnum)
    calledBy:
        rva_tick_rva in rva_tick.c, (null)
        io_simul in io_simul.c, IFDEF_GT_
        io_simul in io_simul.c, IFNDEF_GT_
        net_simul in net_simul.c, (null)
        rva_tick_rva in rva_tick.c, (null)

```

```

simulation_state_machine in stt_machine.c, (null)
net_simul in n_net_simul.c, (null)
ft_poll_eof in niu_frm_ctl.c, (null)
io_simul in niu_io_simul.c, (null)
cig_msg_prepend_my_veh_state in kato_cig.c, (null)
cig_prepare_buffer in kato_cig.c, (null)
cig_receive_buffer in cig_recv_buf.c, (null)
simulation_state_machine in main.c, (null)
msg_process_othervehs in adj_otherveh.c, (null)
msg_tell_cig_about_remote_entities in tell_cig.c, (null)
cig_prepare_buffer in m1_cig.c, (null)
cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: rtc_time_history()
FUNCTION: rtc_time_history1()
FUNCTION: rtc_time_history2()
FUNCTION: rtc_time_history3()
FUNCTION: rtc_print_time(bitnum)
    calledBy:
        rtc_print_permanent in rtc_timing.c, (null)
        keyboard_simul in niu_keybrd.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
FUNCTION: rtc_print_overrun()
FUNCTION: rtc_print1()
FUNCTION: rtc_overrun()
    calledBy:
        rtc_print_overrun in rtc_timing.c, (null)
FUNCTION: rtc_print_permanent()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
        keyboard_simul in m2_keybrd.c, (null)
FUNCTION: rtc_simul_history()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)

```

#### **DIRECTORY: ./common/libsrc/librva**

```

FILE: rva_adjust.c
    FUNCTION: rva_adjust_vehicles(elapsed_time)
        calledBy:
            rva_tick_rva in rva_tick.c, (null)
FILE: rva_blades.c
    FUNCTION: rva_rotate_rwa_blades(curr_veh, ticks_per_second)
        calledBy:
            rva_adjust_vehicles in rva_adjust.c, (null)
            rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
FILE: rva_debug.c
    FUNCTION: rva_turn_debug_on()
        calledBy:
            keyboard_simul in niu_keybrd.c, (null)
            main in niu_main.c, (null)
            keyboard_simul in kato_keybrd.c, (null)

```

```
    keyboard_simul in m1_keybrd.c, (null)
    main in m1_main.c, (null)
    keyboard_simul in m2_keybrd.c, (null)
    main in m2_main.c, (null)
FUNCTION: rva_turn_debug_off()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
        keyboard_simul in m2_keybrd.c, (null)
FUNCTION: rva_dump_priority_lists()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
        keyboard_simul in m2_keybrd.c, (null)
FILE: rva_forget.c
    FUNCTION: rva_forget_about_vehicle(vehicle_id)
        calledBy:
            delete_vehicles_from_list in rva_pr_rm.c, (null)
            process_known_vehicle in rva_update.c, (null)
            process_deactivate_other in nwk_deact.c, (null)
            delete_vehicles_from_list in rva_pr_rm.c, (null)
            process_known_dynamic in rva_update.c, (null)
            process_deactivate_other in deactivate.c, (null)
    FUNCTION: rva_delete_vch_entry(entry)
FILE: rva_hash.c
    FUNCTION: rva_alloc_rva_table()
        calledBy:
            rva_setup in rva_setup.c, (null)
    FUNCTION: rva_init_hash_table()
        calledBy:
            rva_init in rva_init.c, (null)
            rva_init_rva_table in rva_hash.c, (null)
    FUNCTION: rva_find_hash_entry(vid)
        calledBy:
            rva_forget_about_vehicle in rva_forget.c, (null)
            rva_make_vehicle_visible in rva_invis.c, (null)
            rva_make_vehicle_invisible in rva_invis.c, (null)
            rva_smooth_vehicle in rva_smooth.c, (null)
            rva_dont_smooth_vehicle in rva_smooth.c, (null)
            rva_process_update in rva_update.c, (null)
            rva_get_veh_app_pkt in rva_veh_app.c, (null)
            rva_get_veh_distance_squared in rva_veh_app.c, (null)
            rva_util_get_veh_app_pkt in get_list.c, (null)
            TObjectExists in object.c, (null)
            rva_forget_about_vehicle in rva_forget.c, (null)
            rva_make_vehicle_visible in rva_invis.c, (null)
            rva_make_vehicle_invisible in rva_invis.c, (null)
            rva_process_update in rva_update.c, (null)
            rva_get_veh_app_pkt in rva_veh_app.c, (null)
    FUNCTION: rva_delete_hash_entry(vid)
        calledBy:
            rva_delete_vch_entry in rva_forget.c, (null)
```



rva\_delete\_vehs\_on\_delete\_list in rva\_forget.c, (null)  
FUNCTION: rva\_add\_hash\_entry(vid)  
    calledBy:  
        process\_unknown\_vehicle in rva\_update.c, (null)  
        process\_unknown\_static in rva\_update.c, (null)  
        process\_unknown\_dynamic in rva\_update.c, (null)  
FILE: rva\_init.c  
FUNCTION: rva\_init()  
    calledBy:  
        NetworkInit in network.c, (null)  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)  
FILE: rva\_invis.c  
FUNCTION: rva\_make\_vehicle\_visible(veh\_id)  
    calledBy:  
        process\_known\_vehicle in rva\_update.c, (null)  
        state\_vel\_attach in kato\_state.c, (null)  
        state\_world\_attach in kato\_state.c, (null)  
        state\_orbit\_attach in kato\_state.c, (null)  
        state\_mimic in kato\_state.c, (null)  
        state\_vehicle\_attach in kato\_state.c, (null)  
        state\_vehicle\_detach in kato\_state.c, (null)  
FUNCTION: rva\_make\_vehicle\_invisible(veh\_id)  
    calledBy:  
        process\_known\_vehicle in rva\_update.c, (null)  
        state\_mimic in kato\_state.c, (null)  
FILE: rva\_lists.c  
FUNCTION: rva\_get\_list\_of\_user\_output\_lists()  
    calledBy:  
        rva\_adjust\_vehicles in rva\_adjust.c, (null)  
FUNCTION: get\_list\_num()  
    calledBy:  
        rva\_create\_output\_list in rva\_lists.c, (null)  
FUNCTION: rva\_create\_output\_list(inclusion\_fn, range)  
    calledBy:  
        rva\_setup in rva\_setup.c, (null)  
        missile\_hydra\_init in rkt\_hydra.c, (null)  
        sad\_init in way\_ed.c, (null)  
        m1\_collision\_init in m1\_collision.c, (null)  
        resupply\_init in m1\_resupp.c, (null)  
        m2\_collision\_init in m2\_collision.c, (null)  
        resupply\_init in m2\_resupp.c, (null)  
FUNCTION: rva\_delete\_output\_list(list\_id)  
FUNCTION: rva\_get\_rva\_output\_list(list\_id)  
    calledBy:  
        rva\_build\_list in rva\_lists.c, (null)  
        rva\_dont\_build\_list in rva\_lists.c, (null)  
        rva\_get\_output\_list in rva\_lists.c, (null)  
        rva\_add\_to\_add\_list in rva\_lists.c, (null)  
        rva\_add\_to\_delete\_list in rva\_lists.c, (null)  
        rva\_add\_to\_update\_list in rva\_lists.c, (null)  
FUNCTION: rva\_build\_list(list\_id)  
    calledBy:  
        sad\_simul in way\_ed.c, (null)

```

    resupply_simul in m1_resupp.c, (null)
    resupply_simul in m2_resupp.c, (null)
FUNCTION: rva_dont_build_list(list_id)
    calledBy:
        sad_simul in way_ed.c, (null)
        resupply_simul in m1_resupp.c, (null)
        resupply_simul in m2_resupp.c, (null)
FUNCTION: rva_zero_output_lists()
    calledBy:
        rva_tick_rva in rva_tick.c, (null)
FUNCTION: rva_get_output_list(list_id, list, num_vehicles)
    calledBy:
        NetworkDumpRva in network.c, (null)
        ResetVehicleList in network.c, (null)
        TrackAcquire in track.c, (null)
        msg_bld_vehicle_buffer in bld_updates.c, (null)
        cig_msg_add_new_othervehs in add_veh2cig.c, (null)
        cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
        cig_msg_delete_old_othervehs in del_veh.c, (null)
        lock_on_target_vehicle in kato_attach.c, (null)
        cig_prepare_buffer in kato_cig.c, IFDEF ODIN
        msg_add_new_othervehs in add_veh2cig.c, (null)
        msg_process_othervehs in adj_otherveh.c, (null)
        msg_write_update_list in msg_loc.c, (null)
        near_get_next_veh_near_point in near_point.c, (null)
        near_get_veh_closest_to_point in near_point.c, (null)
        near_get_next_veh_near_vector in near_vector.c, (null)
        near_get_veh_closest_to_vector in near_vector.c, (null)
        sad_simul in way_ed.c, (null)
        m1_collision_simul in m1_collision.c, (null)
        resupply_simul in m1_resupp.c, (null)
        m2_collision_simul in m2_collision.c, (null)
        resupply_simul in m2_resupp.c, (null)
FILE: rva_loc.c
FILE: rva_pr_get.c
    FUNCTION: rva_get_priority_list(vap, r_squared)
        calledBy:
            process_known_vehicle in rva_update.c, (null)
            process_unknown_vehicle in rva_update.c, (null)
            process_known_dynamic in rva_update.c, (null)
            process_unknown_dynamic in rva_update.c, (null)
FILE: rva_pr_init.c
    FUNCTION: rva_priority_setup(pri_data_file)
        calledBy:
            rva_setup in rva_setup.c, (null)
FILE: rva_pr_loc.c
FILE: rva_pr_rm.c
    FUNCTION: rva_remove_veh_from_pri_list(veh, pri_list)
        calledBy:
            process_known_vehicle in rva_update.c, (null)
            process_known_dynamic in rva_update.c, (null)
    FUNCTION: delete_vehicles_from_list(pri_list)
FILE: rva_range.c
    FUNCTION: rva_get_max_range_sqrd()

```

calledBy:  
    impacts\_queue\_effect in impacts.c, (null)  
    process\_fire in fire.c, (null)  
    process\_indirect\_fire in indir\_fire.c, (null)  
FUNCTION: rva\_check\_range(center)  
    calledBy:  
        net\_simul in n\_net\_simul.c, (null)  
        cig\_prepare\_buffer in niu\_cig.c, (null)  
        cig\_prepare\_buffer in kato\_cig.c, (null)  
        cig\_prepare\_buffer in m1\_cig.c, (null)  
        cig\_prepare\_buffer in m2\_cig.c, (null)  
FUNCTION: rva\_dont\_check\_range()  
FUNCTION: rva\_get\_range\_sqrd(loc)  
    calledBy:  
        process\_known\_vehicle in rva\_update.c, (null)  
        process\_unknown\_vehicle in rva\_update.c, (null)  
        process\_unknown\_static in rva\_update.c, (null)  
        process\_known\_dynamic in rva\_update.c, (null)  
        process\_unknown\_dynamic in rva\_update.c, (null)  
FILE: rva\_setup.c  
    FUNCTION: rva\_setup(pri\_list\_file)  
        calledBy:  
            NetworkInit in network.c, (null)  
            simulation\_state\_machine in stt\_machine.c, (null)  
            simulation\_state\_machine in main.c, (null)  
FILE: rva\_smooth.c  
    FUNCTION: rva\_smooth\_toggle\_ghost\_mode()  
    FUNCTION: rva\_smooth\_toggle\_smoothing()  
    FUNCTION: rva\_smooth\_init\_veh(r)  
        calledBy:  
            process\_unknown\_vehicle in rva\_update.c, (null)  
            process\_unknown\_dynamic in rva\_update.c, (null)  
    FUNCTION: rva\_smooth\_get\_new\_velocities(r, vap)  
        calledBy:  
            rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
    FUNCTION: rva\_smooth\_process\_dynamic(r, vap)  
        calledBy:  
            rva\_process\_update in rva\_update.c, (null)  
    FUNCTION: rva\_smooth\_dead\_reckon(r, elapsed\_time)  
        calledBy:  
            rva\_adjust\_vehicles in rva\_adjust.c, (null)  
            rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
    FUNCTION: rva\_set\_smooth\_cutoff(cutoff)  
        calledBy:  
            rva\_priority\_setup in rva\_pr\_init.c, (null)  
            main in niu\_main.c, (null)  
    FUNCTION: rva\_get\_smooth\_cutoff()  
        calledBy:  
            rva\_adjust\_vehicles in rva\_adjust.c, (null)  
            rva\_process\_update in rva\_update.c, (null)  
            rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
            rva\_process\_update in rva\_update.c, (null)  
    FUNCTION: rva\_smooth\_vehicle(vid)  
        calledBy:

```

        attach_attach_to_vehicle in kato_attach.c, (null)
FUNCTION: rva_dont_smooth_vehicle(vid)
    calledBy:
        attach_unattached in kato_attach.c, (null)
        attach_lock_on_vehicle in kato_attach.c, (null)
FILE: rva_tick.c
FUNCTION: rva_get_last_frame_time()
    calledBy:
        rva_smooth_get_new_velocities in rva_smooth.c, (null)
FUNCTION: rva_tick_rva(time_elapsed)
    calledBy:
        NetworkUpdateRva in network.c, (null)
        net_simul in n_net_simul.c, (null)
        cig_prepare_buffer in niu_cig.c, (null)
        cig_prepare_buffer in kato_cig.c, (null)
        cig_prepare_buffer in m1_cig.c, (null)
        cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: rva_set_rva_complete_function(fn)
FILE: rva_update.c
FUNCTION: process_known_vehicle(r, vap)
    calledBy:
        rva_process_update in rva_update.c, (null)
FUNCTION: process_unknown_vehicle(vap)
    calledBy:
        rva_process_update in rva_update.c, (null)
FUNCTION: rva_process_update(vap)
    calledBy:
        rva_smooth_process_dynamic in rva_smooth.c, (null)
        process_a_packet in network.c, (null)
        network_process_update in nwk_appear.c, (null)
        cig_prepare_buffer in kato_cig.c, IFDEF ODIN
        process_update in veh_appear.c, (null)
FILE: rva_veh_app.c
FUNCTION: rva_get_veh_app_pkt(vehicle)
    calledBy:
        rva_util_get_veh_app_pkt in get_list.c, (null)
        CalculateRangeSquaredToObject in object.c, (null)
        LocationVehicle in object.c, (null)
        RotationVehicle in object.c, (null)
        TypeVehicle in object.c, (null)
        TrackAcquire in track.c, IFDEF TRACKDEBUG
        cig_msg_add_new_othervehs in add_veh2cig.c, (null)
        cig_msg_adjust_staticveh_state in adj_chg_stat.c, (null)
        cig_msg_add_new_staticvehs in app_stat_veh.c, (null)
        attached_vehicle_packet in kato_attach.c, (null)
        attach_check_target_in_rva in kato_attach.c, (null)
        collision_simul in coll_vehicle.c, (null)
        collision_check_veh_coll_at in collision.c, (null)
        missile_atgm_fly in miss_atgm.c, (null)
        fill_changed_static_remove_msg in adj_chg_stat.c, (null)
        add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
        msg_process_othervehs in adj_otherveh.c, (null)
        add_staticveh_state_to_cig_msg in pre_stat_veh.c, (null)
        near_get_veh_if_still_near_point in near_point.c, (null)

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near\_get\_veh\_if\_still\_near\_vector in near\_vector.c, (null)  
FUNCTION: rva\_get\_veh\_distance\_squared(vehicle)  
calledBy:  
sad\_simul in way\_ed.c, (null)

**DIRECTORY: ./common/libsrc/libshm**

FILE: attach.c

FUNCTION: attachshm(key, size, createflag)  
calledBy:  
map\_buffers in net\_stuf.c, IFNDEF SIMBFLY, IFDEF MASSCOMP

FILE: detach.c

FUNCTION: detachshm(shmaddr)  
calledBy:  
net\_close in net\_clos.c, IFDEF MASSCOMP  
unmap\_buffers in net\_stuf.c, IFNDEF SIMBFLY, IFDEF MASSCOMP

FILE: remove.c

FUNCTION: removeshm(key, size)

**DIRECTORY: ./common/libsrc/libsv**

FILE: ast.c

FUNCTION: (\*astHandler)()  
FUNCTION: AstTask()  
FUNCTION: sv\_ast\_setup(device, is\_channel\_a, handler)  
calledBy:  
main in svtst.c, (null)  
FUNCTION: sv\_ast\_unsetup()  
calledBy:  
main in svtst.c, (null)  
FUNCTION: sv\_get\_astpri()

FILE: bitcount.c

FUNCTION: sv\_get\_bitcount(encoding)

FILE: close.c

FUNCTION: sv\_close(h)

FILE: duration.c

FUNCTION: sv\_get\_duration(encoding)

FILE: ifx.c

FUNCTION: ifx\_install(device, driver, args)

calledBy:  
sv\_install in install.c, IFDEF MASSCOMP

FUNCTION: ifx\_remove(device)

calledBy:  
sv\_remove in remove.c, (null)

FUNCTION: ifx\_open(device, mode, desc)

calledBy:  
access\_cmc in net\_acce.c, IFNDEF SIMBFLY, IFDEF \_GT\_  
open\_147 in net\_open.c, IFNDEF SIMBFLY, IFDEF \_GT\_  
get\_type in net\_open.c, IFDEF \_GT\_  
sv\_open in open.c, (null)

FUNCTION: ifx\_close(desc)

calledBy:  
net\_close in net\_clos.c, IFDEF \_GT\_  
open\_147 in net\_open.c, IFNDEF SIMBFLY, IFDEF \_GT\_  
get\_type in net\_open.c, IFDEF \_GT\_

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    sv_close in close.c, (null)
FUNCTION: ifx_ioctl(desc, args)
    calledBy:
        access_cmc in net_acce.c, IFNDEF SIMBFLY, IFDEF _GT_
        open_147 in net_open.c, IFNDEF SIMBFLY, IFDEF _GT_
        get_type in net_open.c, IFDEF _GT_
        AstTask in ast.c, IFDEF _GT_
        sv_ast_setup in ast.c, IFDEF _GT_
        sv_ast_setup in ast.c, IFDEF MASSCOMP
        sv_ast_unsetup in ast.c, IFDEF _GT_
        sv_ast_unsetup in ast.c, IFDEF MASSCOMP
        sv_rate in rate.c, (null)
        sv_recv in recv.c, (null)
        sv_restart in restart.c, (null)
        sv_send in send.c, (null)
        sv_thresh in thresh.c, (null)
        msg_host_buffer_prepare in host_prepare.c, IFDEF _GT_
        head_eye_tracker_init in het_dev.c, IFDEF _GT_
FUNCTION: ifx_read(h, buf, count, actual)
    read in util.c, IFDEF _GT_
    msg_receive_buffer_from_host in msg_recv.c, IFDEF _GT_
FUNCTION: ifx_write(h, buf, count, actual)
    calledBy:
        msg_send_buffer_to_host in msg_send.c, IFDEF _GT_
FUNCTION: device_to_number(device)
    calledBy:
        ifx_install in ifx.c, IFNDEF _GT_
        ifx_remove in ifx.c, IFNDEF _GT_
        ifx_open in ifx.c, IFNDEF _GT_
FUNCTION: ifx_attach(io_handler, mode, fd, ccb)
    calledBy:
        sv_driver in sv_dvr.c, (null)
FILE: install.c
    FUNCTION: sv_install(dev, address, level, vector, program, programLength, flags)
        calledBy:
            main in svtst.c, IFDEF MASSCOMP
FILE: open.c
    FUNCTION: sv_open(dev, flags)
        calledBy:
            main in svtst.c, (null)
FILE: rate.c
    FUNCTION: sv_rate(h, rate)
FILE: recv.c
    FUNCTION: sv_recv(h, frame, flags)
        calledBy:
            sv_handler in svtst.c, (null)
FILE: remove.c
    FUNCTION: sv_remove(dev)
FILE: restart.c
    FUNCTION: sv_restart(h)
        calledBy:
            main in svtst.c, (null)
FILE: send.c
    FUNCTION: sv_send(h, frame, flags)

```

FILE: thresh.c

FUNCTION: sv\_thresh(h, thresh)

**DIRECTORY:** ./common/libsrc/libsvdvr

FILE: check\_addr.c

FUNCTION: signal\_handler()

FUNCTION: check\_address(address, access)

calledBy:

sv\_driver in sv\_dvr.c, (null)

FUNCTION: check\_address(address, access)

calledBy:

sv\_driver in sv\_dvr.c, (null)

FILE: map\_addr.c

FUNCTION: map\_address(paddr, size)

calledBy:

sv\_driver in sv\_dvr.c, (null)

FUNCTION: unmap\_address(vaddr, size)

calledBy:

sv\_driver in sv\_dvr.c, (null)

FUNCTION: map\_address(paddr, size)

calledBy:

sv\_driver in sv\_dvr.c, (null)

FUNCTION: unmap\_address(vaddr, size)

calledBy:

sv\_driver in sv\_dvr.c, (null)

FILE: sanity.c

FUNCTION: sv\_sanity(msg, expected)

calledBy:

sv\_read in sv\_util.c, (null)

sv\_write in sv\_util.c, (null)

FILE: sv\_do.c

FUNCTION: do\_reset(device, pstatus\_A, pstatus\_B)

calledBy:

sv\_start in sv\_util.c, (null)

main in netcon.c, (null)

FUNCTION: do\_download(device, program, count, pstatus)

calledBy:

sv\_start in sv\_util.c, (null)

FUNCTION: do\_change(device, changes, data, count)

calledBy:

sv\_io in sv\_dvr.c, (null)

sv\_start in sv\_util.c, (null)

FUNCTION: millisecond\_delay(msec)

calledBy:

do\_reset in sv\_do.c, (null)

FILE: sv\_dvr.c

FUNCTION: sv\_driver0(req, stub, pl)

FUNCTION: sv\_driver1(req, stub, pl)

FUNCTION: sv\_driver2(req, stub, pl)

FUNCTION: sv\_driver3(req, stub, pl)

FUNCTION: sv\_driver4(req, stub, pl)

FUNCTION: sv\_driver5(req, stub, pl)

FUNCTION: sv\_driver6(req, stub, pl)

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FUNCTION: sv_driver7(req, stub, pl)
FUNCTION: sv_driver8(req, stub, pl)
FUNCTION: sv_driver9(req, stub, pl)
FUNCTION: sv_drivera(req, stub, pl)
FUNCTION: sv_driverb(req, stub, pl)
FUNCTION: sv_driverc(req, stub, pl)
FUNCTION: sv_driverd(req, stub, pl)
FUNCTION: sv_driverf(req, stub, pl)
FUNCTION: sv_driver(req, stub, pl, dev)
    calledBy:
        ifx_install in ifx.c, IFNDEF_GT_
        ifx_remove in ifx.c, IFNDEF_GT_
        ifx_open in ifx.c, IFNDEF_GT_
        sv_driver0 in sv_dvr.c, (null)
        sv_driver1 in sv_dvr.c, (null)
        sv_driver2 in sv_dvr.c, (null)
        sv_driver3 in sv_dvr.c, (null)
        sv_driver4 in sv_dvr.c, (null)
        sv_driver5 in sv_dvr.c, (null)
        sv_driver6 in sv_dvr.c, (null)
        sv_driver7 in sv_dvr.c, (null)
        sv_driver8 in sv_dvr.c, (null)
        sv_driver9 in sv_dvr.c, (null)
        sv_drivera in sv_dvr.c, (null)
        sv_driverb in sv_dvr.c, (null)
        sv_driverc in sv_dvr.c, (null)
        sv_driverd in sv_dvr.c, (null)
        sv_driverf in sv_dvr.c, (null)
FUNCTION: sv_io(req, ccb, pl)
    ifx_close in ifx.c, IFNDEF_GT_
    ifx_ioctl in ifx.c, IFNDEF_GT_
FUNCTION: sv_ints_off(dev)
    calledBy:
        sv_driver in sv_dvr.c, (null)
        sv_io in sv_dvr.c, (null)
FUNCTION: sv_int(dev)
FILE: sv_util.c
FUNCTION: sv_read(msg, array, psv, use_a, expected)
    calledBy:
        do_reset in sv_do.c, (null)
        do_download in sv_do.c, (null)
        sv_io in sv_dvr.c, (null)
FUNCTION: sv_write(msg, array, psv, use_a)
    calledBy:
        do_reset in sv_do.c, (null)
        do_download in sv_do.c, (null)
        do_change in sv_do.c, (null)
        sv_io in sv_dvr.c, (null)
FUNCTION: sv_start(dev, restart)
    calledBy:
        sv_driver in sv_dvr.c, IFNDEF_GT_
        sv_io in sv_dvr.c, (null)

```



**DIRECTORY: ./common/libsrc/libtdb**

No files defined.

**DIRECTORY: ./common/libsrc/libtdb/man**

No files defined.

**DIRECTORY: ./common/libsrc/libtdb/src****FILE: cache\_alloc.c**

FUNCTION: cache\_init(number\_of\_patches\_in\_cache)

calledBy:

tdb\_init\_cache in tdb\_init.c, (null)

FUNCTION: cache\_and\_file\_terminate()

calledBy:

tdb\_terminate in tdb\_init.c, (null)

**FILE: cache\_cntl.c**

FUNCTION: tdb\_cache\_enable()

FUNCTION: tdb\_cache\_disable()

calledBy:

tdb\_init\_memory in memory.c, IFNDEF SIMBFLY

FUNCTION: tdb\_p\_cache\_enabled()

**FILE: cache\_data.c****FILE: cache\_init.c**

FUNCTION: init\_patch\_indices(patch\_indices)

calledBy:

cache\_init in cache\_alloc.c, (null)

memory\_init in memory.c, IFNDEF SIMBFLY

FUNCTION: init\_terrain\_cache(tccp, number\_of\_patches)

calledBy:

cache\_init in cache\_alloc.c, (null)

tdb\_cache\_enable in cache\_cntl.c, (null)

FUNCTION: init\_cache\_map(cache\_map)

calledBy:

cache\_init in cache\_alloc.c, (null)

tdb\_cache\_enable in cache\_cntl.c, (null)

FUNCTION: tdb\_init\_patch\_guards()

calledBy:

OnceOnlyInitialization in ivsvr.c, (null)

**FILE: cache\_query.c**

FUNCTION: terrain\_cache\_inquire(patch\_index)

calledBy:

tdb\_get\_terrain in get\_patch.c, (null)

FUNCTION: tdb\_get\_stripe(start, end)

**FILE: cache\_queue.c**

FUNCTION: dequeue\_terrain\_patch(cache\_index)

calledBy:

terrain\_cache\_inquire in cache\_query.c, (null)

rotate\_queue in cache\_queue.c, (null)

FUNCTION: enqueue\_terrain\_patch(cache\_index)

calledBy:

terrain\_cache\_inquire in cache\_query.c, (null)

rotate\_queue in cache\_queue.c, (null)

FUNCTION: rotate\_queue()

calledBy:  
terrain\_cache\_inquire in cache\_query.c, (null)  
FILE: consistent.c  
FUNCTION: tdb\_consistent()  
FILE: data.c  
FILE: dump.c  
FUNCTION: tdb\_set\_dumpfile(file)  
calledBy:  
tdb\_init\_memory in memory.c, IFNDEF SIMBFLY  
tdb\_init\_cache in tdb\_init.c, (null)  
FUNCTION: tdb\_get\_dumpfile()  
calledBy:  
tdb\_print\_version in version.c, (null)  
tdb\_print\_format\_compatible in version.c, (null)  
tdb\_print\_db\_format in version.c, (null)  
FUNCTION: tdb\_dump\_terrain(coord)  
FUNCTION: dump\_terrain(patch)  
calledBy:  
tdb\_dump\_terrain in dump.c, (null)  
FUNCTION: tdb\_print\_polygon(poly, vertices)  
calledBy:  
dump\_terrain in dump.c, (null)  
FUNCTION: tdb\_print\_edge(edge, vertices)  
calledBy:  
dump\_terrain in dump.c, (null)  
FUNCTION: tdb\_print\_object(object)  
calledBy:  
dump\_terrain in dump.c, (null)  
FUNCTION: tdb\_print\_trline(treeline)  
calledBy:  
dump\_terrain in dump.c, (null)  
tdb\_print\_canopy in dump.c, (null)  
FUNCTION: print\_trl\_hdr(treeline)  
calledBy:  
tdb\_print\_trline in dump.c, (null)  
FUNCTION: tdb\_print\_tree(tree)  
calledBy:  
dump\_terrain in dump.c, (null)  
FUNCTION: print\_grid\_locator(grid\_loc)  
calledBy:  
tdb\_print\_polygon in dump.c, (null)  
tdb\_print\_edge in dump.c, (null)  
print\_c\_poly in dump.c, (null)  
FUNCTION: tdb\_print\_db\_info(db\_info)  
FUNCTION: print\_terrain\_map(map)  
calledBy:  
tdb\_print\_db\_info in dump.c, (null)  
FUNCTION: tdb\_print\_canopy(header, vertices)  
calledBy:  
dump\_terrain in dump.c, (null)  
FUNCTION: print\_c\_hdr(header)  
calledBy:  
tdb\_print\_canopy in dump.c, (null)  
FUNCTION: print\_c\_poly(poly, vertices)

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    calledBy:
        tdb_print_canopy in dump.c, (null)
    FUNCTION: tdb_print_cache_status()
    FUNCTION: print_statistics(stats)
    calledBy:
        tdb_print_db_info in dump.c, (null)
    FUNCTION: tdb_get_db_name(name)
    FUNCTION: tdb_get_db_version()
    FUNCTION: init_object_and_texture_names()
    calledBy:
        tdb_init_memory in memory.c, IFNDEF SIMBFLY
        tdb_init_cache in tdb_init.c, (null)
    FUNCTION: get_texture_names_list()
    calledBy:
        tdb_thing_string in things.c, (null)
    FUNCTION: get_object_names_list()
    calledBy:
        tdb_thing_string in things.c, (null)
FILE: elevation.c
    FUNCTION: tdb_shade_get_z(coord, check_objects, sun_angle, shade_flag)
    calledBy:
        tdb_get_z in elevation.c, (null)
        tracks_set_support_plane in h_to_w.c, (null)
    FUNCTION: tdb_get_z(coord, check_objects)
    calledBy:
        clip_to_tdb in pv_checkvis.c, (null)
        tdb_consistent in consistent.c, (null)
        tracks_set_support_plane in h_to_w.c, (null)
        SimpleRequestHandler in ivsvr.c, (null)
        InterVehicleRequestHandler in ivsvr.c, (null)
    FUNCTION: find_support(support_poly, coord, grid_map, vertices, polys)
    calledBy:
        tdb_shade_get_z in elevation.c, (null)
    FUNCTION: p_poly_provides_support(current_poly, coord, vertices)
    calledBy:
        find_support in elevation.c, (null)
    FUNCTION: find_height_on_poly(current_poly, coord, vertices)
    calledBy:
        tdb_shade_get_z in elevation.c, (null)
    FUNCTION: get_grid_number(coord)
    calledBy:
        find_support in elevation.c, (null)
FILE: error.c
    FUNCTION: tdb_error()
    calledBy:
        test_maxima in pv_checkvis.c, (null)
        tdb_consistent in consistent.c, (null)
        OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: tdb_p_on_database(p)
FILE: get_patch.c
    FUNCTION: tdb_get_terrain(coord)
    calledBy:
        test_maxima in pv_checkvis.c, (null)
        tdb_dump_terrain in dump.c, (null)

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tdb\_shade\_get\_z in elevation.c, (null)  
tdb\_object\_count in objects.c, (null)  
tdb\_nth\_object in objects.c, (null)  
tdb\_close\_object in objects.c, (null)  
tdb\_obstr\_object in objects.c, (null)  
tdb\_trline\_count in treelines.c, (null)  
tdb\_nth\_trline in treelines.c, (null)  
tdb\_close\_trline in treelines.c, (null)  
tdb\_tree\_count in trees.c, (null)  
tdb\_nth\_tree in trees.c, (null)  
tdb\_close\_tree in trees.c, (null)

FILE: gr\_loc\_num.c  
FUNCTION: tdb\_get\_grid\_number(point, patch\_size)

FILE: h\_to\_w.c  
FUNCTION: tdb\_get\_hull\_to\_world(point, heading, hull\_to\_world)  
calledBy:  
tdb\_shade\_place\_vehicle in h\_to\_w.c, (null)  
FUNCTION: tracks\_set\_support\_plane(h\_to\_w, h\_to\_o, u\_norm)  
calledBy:  
tdb\_get\_hull\_to\_world in h\_to\_w.c, (null)  
FUNCTION: tracks\_calc\_unit\_normal(p1, p2, p3, result)  
calledBy:  
tracks\_set\_support\_plane in h\_to\_w.c, (null)  
FUNCTION: tdb\_shade\_place\_vehicle(point, heading, hull\_to\_world, sun\_angle, shade)  
calledBy:  
tdb\_place\_vehicle in h\_to\_w.c, (null)  
FUNCTION: tdb\_place\_vehicle(point, heading, hull\_to\_world)

FILE: header.c  
FUNCTION: tdb\_read\_header(info)  
calledBy:  
tdb\_get\_tdb\_info in tdb\_init.c, (null)

FILE: include.c  
FUNCTION: polygon\_include(poly, num\_verts, vertices, p1)  
calledBy:  
p\_poly\_provides\_support in elevation.c, (null)  
FUNCTION: object\_include(object, p1)  
calledBy:  
tdb\_shade\_get\_z in elevation.c, (null)

FILE: lock.c  
FUNCTION: tdb\_lock\_patch(coord)  
FUNCTION: tdb\_unlock\_patch(coord)

FILE: map.c  
FUNCTION: tdb\_giv\_utm\_get\_xy(utm\_str, coord)  
FUNCTION: tdb\_map\_utm\_to\_xy(map\_info, utm\_str, coord)  
calledBy:  
tdb\_giv\_utm\_get\_xy in map.c, (null)  
FUNCTION: tdb\_giv\_xy\_get\_utm(coord, utm\_str, prec, separator)  
FUNCTION: tdb\_map\_xy\_to\_utm(map\_info, coord, utm\_str, prec, separator)  
calledBy:  
tdb\_giv\_xy\_get\_utm in map.c, (null)

FILE: memory.c  
FUNCTION: tdb\_init\_memory(pathname)  
FUNCTION: memory\_init()

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    calledBy:
        tdb_init_memory in memory.c, IFNDEF SIMBFLY
FUNCTION: memory_terminate()
    calledBy:
        tdb_terminate in tdb_init.c, (null)
FUNCTION: terrain_memory_inquire(patch_index)
    calledBy:
        tdb_get_terrain in get_patch.c, (null)
FILE: objects.c
FUNCTION: count_objects_in_patch(objects, num_objects, location, radius)
    calledBy:
        tdb_object_count in objects.c, (null)
FUNCTION: tdb_object_count(location, radius)
FUNCTION: get_nth_object_in_patch(objects, num_objects, location, radius, start, n,
    nth_object)
    calledBy:
        tdb_nth_object in objects.c, (null)
FUNCTION: tdb_nth_object(location, radius, n, nth_object)
FUNCTION: get_closest_object_in_patch(objects, num_objects, location, radius,
    close_one, found_one)
    calledBy:
        tdb_close_object in objects.c, (null)
FUNCTION: tdb_close_object(location, radius, closest_one)
    calledBy:
        tdb_close_thing in things.c, (null)
FUNCTION: get_obstr_object_in_patch(objects, num_objects, start, end, min_height,
    expansion, result, distance_squared)
    calledBy:
        tdb_obstr_object in objects.c, (null)
FUNCTION: tdb_obstr_object(start, end, min_height, expansion, object)
FUNCTION: rectangle_intersected(start, end, lower_left, upper_right, check_distance,
    distance_squared)
    calledBy:
        get_obstr_object_in_patch in objects.c, (null)
        tdb_obstr_object in objects.c, (null)
        object_intersected in objects.c, (null)
FUNCTION: object_intersected(start, end, object, expansion, distance_squared)
    calledBy:
        get_obstr_object_in_patch in objects.c, (null)
FILE: tdb_init.c
FUNCTION: tdb_init_cache(pathname, number_of_patches_in_cache)
    calledBy:
        OnceOnlyInitialization in ivsvr.c, (null)
FUNCTION: tdb_terminate()
FUNCTION: tdb_get_tdb_info(pathname, info)
    calledBy:
        tdb_init_memory in memory.c, IFNDEF SIMBFLY
        tdb_init_cache in tdb_init.c, (null)
FILE: things.c
FUNCTION: tdb_close_thing(coord, radius, thing, flags)
FUNCTION: tdb_thing_string(thing, string, string_len)
FILE: treelines.c
FUNCTION: count_treelines_in_patch(treelines, num_treelines, location, radius)
    calledBy:

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        tdb_trline_count in treelines.c, (null)
    FUNCTION: tdb_trline_count(location, radius)
    FUNCTION: get_nth_treeline_in_patch(treelines, num_treelines, location, radius,
        start, n, nth_treeline)
        calledBy:
            tdb_nth_trline in treelines.c, (null)
    FUNCTION: tdb_nth_trline(location, radius, n, nth_treeline)
    FUNCTION: get_closest_treeline_in_patch(treelines, num_treelines, location, radius,
        close_one, found_one)
        calledBy:
            tdb_close_trline in treelines.c, (null)
    FUNCTION: tdb_close_trline(location, radius, closest_one)
        calledBy:
            tdb_close_thing in things.c, (null)
FILE: trees.c
    FUNCTION: count_trees_in_patch(trees, num_trees, location, radius)
        calledBy:
            tdb_tree_count in trees.c, (null)
    FUNCTION: tdb_tree_count(location, radius)
    FUNCTION: get_nth_tree_in_patch(trees, num_trees, location, radius, start, n,
        nth_tree)
        calledBy:
            tdb_nth_tree in trees.c, (null)
    FUNCTION: tdb_nth_tree(location, radius, n, nth_tree)
    FUNCTION: get_closest_tree_in_patch(trees, num_trees, location, radius, close_one,
        found_one)
        calledBy:
            tdb_close_tree in trees.c, (null)
    FUNCTION: tdb_close_tree(location, radius, closest_one)
        calledBy:
            tdb_close_thing in things.c, (null)
FILE: version.c
    FUNCTION: tdb_print_version()
    FUNCTION: tdb_print_format_compatible()
    FUNCTION: tdb_print_db_format()
    FUNCTION: tdb_right_format()
        calledBy:
            tdb_init_memory in memory.c, IFNDEF SIMBFLY
            tdb_init_cache in tdb_init.c, (null)
    FUNCTION: tdb_get_db_format(buffer)
        calledBy:
            tdb_error in error.c, (null)
            tdb_print_db_format in version.c, (null)
            tdb_right_format in version.c, (null)

DIRECTORY: ./common/libsrc/libtmr
FILE: tmr.c
    FUNCTION: tmr_cancel(id)
    FUNCTION: tmr_init()
        calledBy:
            TimersInit in timers.c, (null)
    FUNCTION: tmr_post(func, argp, ticks, cancel)
        calledBy:

```

NetworkUpdateRva in network.c, (null)  
FUNCTION: tmr\_tick(ticks)  
calledBy:  
TimersService in timers.c, (null)  
FUNCTION: tmr\_uninit()

**DIRECTORY: ./common/libsrc/libtty**

**FILE: bindings.c**

FUNCTION: tty\_parser\_init(top\_level, prompt)  
calledBy:  
OnceOnlyInitialization in ivsvr.c, (null)  
FUNCTION: parser\_invoke\_fcn\_on\_char(bs, c)  
FUNCTION: tty\_setup\_parser\_break\_set(top\_level, prompt)  
calledBy:  
tty\_parser\_init in bindings.c, (null)  
tty\_parser\_init in geyer.c, (null)  
FUNCTION: tty\_goto\_parser\_mode()

**FILE: breakset.c**

FUNCTION: bse(bs, index)  
calledBy:  
parser\_invoke\_fcn\_on\_char in bindings.c, (null)  
print\_break\_set in breakset.c, (null)  
parser\_invoke\_fcn\_on\_char in geyer.c, (null)  
FUNCTION: map\_key(bs, c, fcn, help\_str)  
FUNCTION: tty\_invoke\_fcn\_on\_char(bs, c)  
FUNCTION: print\_break\_set(bs)  
calledBy:  
tty\_print\_help in more.c, (null)  
next\_page in more.c, (null)  
FUNCTION: print\_break\_set\_entry(bse)  
calledBy:  
print\_break\_set in breakset.c, (null)  
FUNCTION: tty\_malloc\_break\_set()  
calledBy:  
tty\_setup\_parser\_break\_set in bindings.c, (null)  
tty\_setup\_parser\_break\_set in geyer.c, (null)  
tty\_setup\_more\_break\_set in more.c, (null)  
tty\_setup\_normal\_break\_set in normal.c, (null)

**FILE: get.c**

FUNCTION: tty\_getchar()  
calledBy:  
tty\_tick in interface.c, (null)

**FILE: geyer.c**

FUNCTION: tty\_parser\_init(top\_level, prompt)  
calledBy:  
OnceOnlyInitialization in ivsvr.c, (null)  
FUNCTION: parser\_invoke\_fcn\_on\_char(bs, c)  
FUNCTION: tty\_setup\_parser\_break\_set(top\_level, prompt)  
calledBy:  
tty\_parser\_init in bindings.c, (null)  
tty\_parser\_init in geyer.c, (null)  
FUNCTION: tty\_goto\_parser\_mode()

**FILE: init.c**

FUNCTION: tty\_setup\_modes()  
calledBy:  
tty\_parser\_init in bindings.c, (null)  
tty\_parser\_init in geyer.c, IFDEF mips  
tty\_init in normal.c, (null)  
OnceOnlyInitialization in ivsvr.c, (null)  
FUNCTION: tty\_restore\_modes\_and\_exit()  
FUNCTION: tty\_restore\_modes()  
calledBy:  
tty\_restore\_modes\_and\_exit in init.c, (null)  
tty\_exit in interface.c, (null)  
FILE: interface.c  
FUNCTION: tty\_tick()  
calledBy:  
main in ivsvr.c, (null)  
FUNCTION: tty\_jam(c)  
calledBy:  
OnceOnlyInitialization in ivsvr.c, (null)  
FUNCTION: tty\_exit()  
FILE: more.c  
FUNCTION: tty\_setup\_more\_break\_set()  
calledBy:  
tty\_init in normal.c, (null)  
FUNCTION: tty\_print\_help(c, bs)  
FUNCTION: next\_page(c, bs)  
FUNCTION: reset\_counters\_etc()  
calledBy:  
print\_break\_set in breakset.c, (null)  
flush in more.c, (null)  
FUNCTION: flush(c, bs)  
FUNCTION: write\_string\_to\_tty(s)  
calledBy:  
print\_break\_set\_entry in breakset.c, (null)  
FILE: normal.c  
FUNCTION: tty\_init()  
FUNCTION: tty\_setup\_normal\_break\_set()  
calledBy:  
tty\_init in normal.c, (null)  
**DIRECTORY: ./common/libsrc/libuseful**  
FILE: format.c  
FUNCTION: strchr(s, c)  
calledBy:  
find\_arg\_type in format.c, IFDEF \_GT\_  
format\_decoder in format.c, IFDEF \_GT\_  
find\_arg\_type in format.c, IFDEF SEE\_LIB\_USEFUL\_IN\_COMMON  
format\_decoder in format.c, IFDEF SEE\_LIB\_USEFUL\_IN\_COMMON  
FUNCTION: find\_arg\_type(s)  
calledBy:  
format\_decoder in format.c, IFDEF \_GT\_  
format\_decoder in format.c, IFDEF SEE\_LIB\_USEFUL\_IN\_COMMON  
FUNCTION: format\_decoder(buf\_addr, fmt, ap)  
calledBy:



ParsePrint in par\_unix.c, IFDEF \_GT\_  
in timed\_printf.c, IFDEF \_GT\_  
FUNCTION: copybuf(buf, start, end)  
calledBy:  
format\_decoder in format.c, IFDEF \_GT\_  
format\_decoder in format.c, IFDEF SEE\_LIB\_USEFUL\_IN\_COMMON  
FUNCTION: FaKeFuNcTiOn()  
FILE: millitime.c  
FUNCTION: millitime()  
calledBy:  
timeout in niu\_io\_simul.c, (null)  
io\_simul in niu\_io\_simul.c, (null)

**DIRECTORY: ./common/src**

No files defined.

**DIRECTORY: ./common/src/bbd**

No files defined.

**DIRECTORY: ./common/src/bbd/include**

No files defined.

**DIRECTORY: ./common/src/cmc**

No files defined.

**DIRECTORY: ./common/src/cmc/include**

No files defined.

**DIRECTORY: ./common/src/dr11**

No files defined.

**DIRECTORY: ./common/src/dr11/include**

No files defined.

**DIRECTORY: ./common/src/ex**

No files defined.

**DIRECTORY: ./common/src/ex/extst**

FILE: extst.c

FUNCTION: main(argc, argv)

**DIRECTORY: ./common/src/ex/extst2**

FILE: extst2.c

FUNCTION: CalculateChecksum(buf, size)

calledBy:

do\_exchanges in extst2.c, (null)

FUNCTION: ExitGracefully()

FUNCTION: main(argc, argv)

FUNCTION: do\_exchanges()

calledBy:

main in extst2.c, (null)

FUNCTION: parse()  
    calledBy:  
        main in extst2.c, (null)  
FUNCTION: ReportError(message)  
    calledBy:  
        parse in extst2.c, (null)

**DIRECTORY:** ./common/src/iv

No files defined.

**DIRECTORY:** ./common/src/iv/doc

No files defined.

**DIRECTORY:** ./common/src/iv/ivclient

**FILE:** ivclient.c

    FUNCTION: SimpleResponseHandler(arg, obscured)  
    FUNCTION: main(argc, argv)  
    FUNCTION: time(tp)  
        calledBy:  
            IntervisibilitySynchronize in ivclient.c, (null)  
            \_verify\_Time in basic.c, (null)  
            weapons\_init in m1\_weapons.c, IFNDEF SIMBFLY, IFNDEF \_GT\_  
            weapons\_init in m2\_weapons.c, IFNDEF SIMBFLY, IFNDEF \_GT\_

**DIRECTORY:** ./common/src/iv/ivsvr

**FILE:** ivsvr.c

    FUNCTION: main(argc, argv)  
    FUNCTION: PrintBanner()  
        calledBy:  
            main in ivsvr.c, (null)  
    FUNCTION: OnceOnlyInitialization()  
        calledBy:  
            main in ivsvr.c, (null)  
    FUNCTION: NoopRequestHandler(arg, id, client)  
    FUNCTION: SimpleRequestHandler(arg, id, from, to, height, client)  
    FUNCTION: InterVehicleRequestHandler(arg, id, fromVehicleID, from, toVehicleID,  
        to, height, client)  
    FUNCTION: GetRvaPriorityListFile()  
        calledBy:  
            NetworkInit in network.c, (null)  
    FUNCTION: ToggleDebug()  
    FUNCTION: ExitGracefully()  
    FUNCTION: ToggleIntervisibilityWithVehicles()  
    FUNCTION: PrintVersion()  
    FUNCTION: GetMyExerciseID()  
        calledBy:  
            NetworkInit in network.c, (null)  
            process\_a\_packet in network.c, (null)

**FILE:** makevers.c

**FILE:** network.c

    FUNCTION: NetworkInit()  
        calledBy:  
            OnceOnlyInitialization in ivsvr.c, (null)

FUNCTION: NetworkService()

calledBy:

main in ivsvr.c, (null)

FUNCTION: NetworkUpdateRva(ticksSinceLastRva, argp)

calledBy:

NetworkInit in network.c, (null)

FUNCTION: NetworkDumpRva()

FUNCTION: ResetVehicleList()

FUNCTION: NextVehicle()

FUNCTION: process\_a\_packet()

calledBy:

NetworkService in network.c, (null)

io\_simul in io\_simul.c, IFDEF\_GT\_

io\_simul in io\_simul.c, IFNDEF\_GT\_

io\_simul\_idle in io\_simul.c, (null)

io\_simul in io\_simul.c, (null)

io\_simul\_idle in io\_simul.c, (null)

FUNCTION: PacketCount()

FUNCTION: network\_get\_net\_handle()

calledBy:

filter\_dump\_filter\_info in dump.c, (null)

rtc\_read\_clock in rtc\_timing.c, IFNDEF\_SIMBFLY, IFNDEF\_GT\_, IFDEF  
MASSCOMP

rva\_adjust\_vehicles in rva\_adjust.c, (null)

rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)

process\_known\_vehicle in rva\_update.c, (null)

process\_unknown\_vehicle in rva\_update.c, (null)

rva\_process\_update in rva\_update.c, (null)

io\_simul in io\_simul.c, IFNDEF\_GT\_

io\_simul\_idle in io\_simul.c, (null)

net\_simul in net\_simul.c, (null)

msg\_process\_collision in prc\_collide.c, (null)

msg\_collision\_to\_pdu in prc\_collide.c, (null)

msg\_process\_deactivate\_req in prc\_deactiv.c, (null)

msg\_process\_deactivate\_rsp in prc\_deactiv.c, (null)

msg\_deactivate\_req\_to\_pdu in prc\_deactiv.c, (null)

msg\_deactivate\_rsp\_to\_pdu in prc\_deactiv.c, (null)

msg\_fire\_to\_pdu in prc\_fire.c, (null)

msg\_process\_fire in prc\_fire.c, (null)

msg\_impact\_to\_pdu in prc\_impact.c, (null)

msg\_process\_impact in prc\_impact.c, (null)

network\_process\_activate\_request in nwk\_activ.c, (null)

process\_deactivate\_other in nwk\_deact.c, (null)

network\_init in nwk\_init.c, (null)

network\_process\_a\_packet in nwk\_pkt.c, (null)

network\_fill\_hdr\_send\_sim\_rsp in nwk\_rsp.c, (null)

network\_fill\_hdr\_send\_dc\_rsp in nwk\_rsp.c, (null)

network\_check\_veh\_appearance in nwk\_thresh.c, (null)

network\_fill\_hdr\_send\_sim\_trans in nwk\_trans.c, (null)

network\_fill\_hdr\_send\_dc\_trans in nwk\_trans.c, (null)

rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)

rva\_adjust\_static\_vehicles in rva\_adjust.c, (null)

rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)

process\_known\_static in rva\_update.c, (null)

```

process_unknown_static in rva_update.c, (null)
process_known_dynamic in rva_update.c, (null)
process_unknown_dynamic in rva_update.c, (null)
rva_process_update in rva_update.c, (null)
simulation_state_machine in stt_machine.c, (null)
io_simul_idle in niu_io_simul.c, (null)
keyboard_simul in niu_keybrd.c, (null)
lock_on_target_vehicle in kato_attach.c, IFDEF ODIN
veh_spec_startup in kato_main.c, (null)
veh_spec_init in kato_main.c, IFDEF ODIN
process_visibility in kato_network.c, (null)
cig_failed_fsm in kato_status.c, (null)
process_activate_request in activate.c, (null)
process_a_packet in proc_a_pkt.c, (null)
send_activate_response in act_rsp.c, (null)
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
send_exercise_status_pkt in ex_status.c, (null)
send_exercise_status_trans in ex_status.c, (null)
network_send_missile_appearance in missile.c, (null)
network_fill_hdr_send_sim_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_dc_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_mgmt_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_ivis_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_faad_pkt in send_dg_pkt.c, (null)
send_pt_packet in send_pt_pkt.c, (null)
network_fill_hdr_send_sim_rsp in send_rsp.c, (null)
network_fill_hdr_send_dc_rsp in send_rsp.c, (null)
network_fill_hdr_send_sim_trans in send_trans.c, (null)
network_fill_hdr_send_dc_trans in send_trans.c, (null)
send_simulation_status_pkt in sim_status.c, (null)
send_simulation_status_trans in sim_status.c, (null)
send_status_response_trans in stat_rsp.c, (null)
send_vehicle_status_in_filling_multicast_group_zero in veh_status.c, (null)
send_vehicle_status_trans in veh_status.c, (null)
het_send_packet in het_send_pkt.c, (null)
simulation_state_machine in main.c, (null)
obj_adjust_static_objects in obj_adjust.c, (null)
obj_process_object in obj_storage.c, (null)
SbMilliseconds in sbcustom.c, (null)
cig_failed_fsm in m1_status.c, (null)
monitor_status in m1_status.c, (null)
cig_failed_fsm in m2_status.c, (null)
monitor_status in m2_status.c, (null)

```

FILE: tables.c

```

FUNCTION: DEFINE_TABLE(commandTable)
FUNCTION: KEYWORD_SELECT(" Commands")
FUNCTION: KEYWORD("debug", "-toggle debugging")
FUNCTION: CALL(ToggleDebug)
FUNCTION: KEYWORD("rva", "-dump rva table")
FUNCTION: CALL(NetworkDumpRva)
FUNCTION: KEYWORD("packets", "-received packet count")
FUNCTION: CALL(PacketCount)
FUNCTION: KEYWORD("no_vehicles", "-toggle using vehicles in intervisibility")

```

```

FUNCTION: CALL(ToggleIntervisibilityWithVehicles)
FUNCTION: KEYWORD("version", "-display software version")
FUNCTION: CALL(PrintVersion)
FUNCTION: KEYWORD("exit", "-exit gracefully")
FUNCTION: CALL(ExitGracefully)
FUNCTION: TableGetCommandTable()
    calledBy:
        OnceOnlyInitialization in ivsvr.c, (null)
FILE: timers.c
    FUNCTION: TimersInit()
        calledBy:
            OnceOnlyInitialization in ivsvr.c, (null)
    FUNCTION: TimersService()
        calledBy:
            main in ivsvr.c, (null)
FILE: util.c
    FUNCTION: ftime(tp)
        calledBy:
            millisecond_delay in sv_do.c, IFDEF MASSCOMP
            millitime in millitime.c, IFNDEF _GT_, IFNDEF BF_PLUS
            TimersService in timers.c, (null)
            timers_init in t_init.c, IFDEF MASSCOMP
            timers_elapsed_milliseconds in t_milli.c, IFDEF MASSCOMP
            timers_init_starttime in t_start.c, IFDEF MASSCOMP
            send_exercise_status_pkt in ex_status.c, IFDEF MASSCOMP
            send_exercise_status_trans in ex_status.c, IFDEF MASSCOMP
            send_simulation_status_pkt in sim_status.c, IFDEF MASSCOMP
            send_simulation_status_trans in sim_status.c, IFDEF MASSCOMP
    FUNCTION: fstat(fd, stat)
        calledBy:
            tdb_get_tdb_info in tdb_init.c, (null)
    FUNCTION: read(fd, buf, count)
        calledBy:
            ChannelDr11Server in chdr11.c, IFDEF _GT_
            ChannelPull in chinterface.c, IFDEF _GT_
            idc_simul in i_simul.c, IFNDEF SIMBFLY
            keybrd_tty_read in read.c, IFDEF MASSCOMP
            init_patch_indices in cache_init.c, (null)
            tdb_init_patch_guards in cache_init.c, (null)
            terrain_cache_inquire in cache_query.c, (null)
            tdb_get_stripe in cache_query.c, (null)
            tdb_read_header in header.c, (null)
            memory_init in memory.c, IFNDEF SIMBFLY
            tdb_get_db_format in version.c, (null)
            tty_getchar in get.c, IFNDEF SIMBFLY, IFNDEF _GT_
            do_load in netcon.c, IFDEF MASSCOMP_MACHINE
            do_load in netcon.c, IFDEF mips
            do_load in netcon.c, IFDEF _GT_
            do_load in netcon.c, IFDEF LYNX
            do_load in netcon.c, IFDEF SUN
            read_from_file in tfx.c, IFNDEF SIMBFLY
            cigdownl in cigdownl.c, (null)
            network_restart in net_restart.c, (null)
            D6_read in D6_libry.c, IFDEF MASSCOMP

```

head\_eye\_tracker\_receive\_data in het\_dev.c, IF 1  
head\_eye\_tracker\_receive\_data in het\_dev.c, IF not 1  
SbInput in sbcustom.c, IFNDEF \_GT\_

**DIRECTORY: ./common/src/net**

No files defined.

**DIRECTORY: ./common/src/net/include**

No files defined.

**DIRECTORY: ./common/src/net/netcon****FILE: netcon.c**

FUNCTION: main(argc, argv)

FUNCTION: do\_load()

calledBy:

main in netcon.c, (null)

FUNCTION: do\_loop(flag)

calledBy:

main in netcon.c, (null)

FUNCTION: do\_version()

calledBy:

main in netcon.c, (null)

FUNCTION: do\_reset()

calledBy:

sv\_start in sv\_util.c, (null)

main in netcon.c, (null)

FUNCTION: do\_buffers()

calledBy:

main in netcon.c, (null)

FUNCTION: do\_heartbeat()

calledBy:

main in netcon.c, (null)

FUNCTION: do\_register(op)

calledBy:

main in netcon.c, (null)

FUNCTION: do\_multicast(op)

calledBy:

main in netcon.c, (null)

FUNCTION: do\_statistics()

calledBy:

main in netcon.c, (null)

FUNCTION: do\_syserrors()

calledBy:

main in netcon.c, (null)

FUNCTION: do\_timeget()

calledBy:

main in netcon.c, (null)

FUNCTION: do\_timeset(newtime)

calledBy:

main in netcon.c, (null)

FUNCTION: do\_timecur()

calledBy:

main in netcon.c, (null)

FUNCTION: do\_ethernet\_address()  
calledBy:  
main in netcon.c, (null)  
FUNCTION: do\_zerostats()  
calledBy:  
main in netcon.c, (null)  
FUNCTION: openit(name, flags)  
calledBy:  
do\_load in netcon.c, IFDEF \_GT\_  
do\_load in netcon.c, IFDEF LYNX  
do\_load in netcon.c, IFDEF SUN  
do\_load in netcon.c, IFDEF SIMBFLY  
do\_loop in netcon.c, (null)  
do\_version in netcon.c, (null)  
do\_reset in netcon.c, IFDEF SUN  
do\_reset in netcon.c, IFDEF \_GT\_  
do\_reset in netcon.c, IFDEF LYNX  
do\_reset in netcon.c, IFDEF SIMBFLY  
do\_buffers in netcon.c, (null)  
do\_heartbeat in netcon.c, (null)  
do\_register in netcon.c, (null)  
do\_multicast in netcon.c, (null)  
do\_statistics in netcon.c, (null)  
do\_syserrors in netcon.c, (null)  
do\_timeget in netcon.c, (null)  
do\_timeset in netcon.c, (null)  
do\_timecur in netcon.c, (null)  
do\_ethernet\_address in netcon.c, (null)  
do\_zerostats in netcon.c, (null)

**DIRECTORY: ./common/src/net/netdump**

FILE: netdump.c

FUNCTION: usage(program)  
calledBy:  
main in netdump.c, (null)  
FUNCTION: main(argc, argv)  
FUNCTION: print\_packet(p, len)  
calledBy:  
main in netdump.c, (null)

**DIRECTORY: ./common/src/net/netxr**

FILE: netxr.c

FUNCTION: main(argc, argv)  
FUNCTION: do\_send(net\_handle)  
calledBy:  
main in netxr.c, (null)  
FUNCTION: do\_receive(net\_handle)  
calledBy:  
main in netxr.c, (null)

**DIRECTORY: ./common/src/net/tfx**

FILE: tfx.c

FUNCTION: main(argc, argv)

**FUNCTION:** do\_server(program, args, neth)  
    calledBy:  
        main in tfx.c, (null)

**FUNCTION:** do\_get(program, args, neth)  
    calledBy:  
        main in tfx.c, (null)

**FUNCTION:** do\_put(program, args, neth)  
    calledBy:  
        main in tfx.c, (null)

**FUNCTION:** open\_for\_reading(name, handle)  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_put in tfx.c, (null)

**FUNCTION:** open\_for\_writing(name, size, handle)  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_get in tfx.c, (null)

**FUNCTION:** read\_from\_file(handle, buffer, count, actual\_count)  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_put in tfx.c, (null)

**FUNCTION:** write\_to\_file(handle, wbuf, count, actual\_count)  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_get in tfx.c, (null)

**FUNCTION:** seek\_in\_file(handle, count, actual\_count)  
    calledBy:  
        do\_server in tfx.c, (null)

**FUNCTION:** close\_file(handle)  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_get in tfx.c, (null)  
        do\_put in tfx.c, (null)

**FUNCTION:** file\_size(handle, size)  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_put in tfx.c, (null)

**FUNCTION:** print\_stats()  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_get in tfx.c, (null)  
        do\_put in tfx.c, (null)

**FUNCTION:** start\_stats(neth)  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_get in tfx.c, (null)  
        do\_put in tfx.c, (null)

**FUNCTION:** end\_stats(neth)  
    calledBy:  
        do\_server in tfx.c, (null)  
        do\_get in tfx.c, (null)  
        do\_put in tfx.c, (null)



FUNCTION: more\_total\_bytes(count)

calledBy:

do\_server in tfx.c, (null)

do\_get in tfx.c, (null)

do\_put in tfx.c, (null)

FUNCTION: start\_hash()

calledBy:

do\_server in tfx.c, (null)

do\_get in tfx.c, (null)

do\_put in tfx.c, (null)

FUNCTION: print\_hash(count)

calledBy:

do\_server in tfx.c, (null)

do\_get in tfx.c, (null)

do\_put in tfx.c, (null)

FUNCTION: QuitCheck()

calledBy:

do\_server in tfx.c, (null)

**DIRECTORY:** ./common/src/ser

No files defined.

**DIRECTORY:** ./common/src/ser/include

No files defined.

**DIRECTORY:** ./common/src/sv

No files defined.

**DIRECTORY:** ./common/src/sv/svtst

FILE: svtst.c

FUNCTION: sv\_handler()

FUNCTION: main(argc, argv)

**DIRECTORY:** ./common/tools

No files defined.

**DIRECTORY:** ./gt

No files defined.

**DIRECTORY:** ./gt/data

No files defined.

**DIRECTORY:** ./gt/data/bf-data

No files defined.

**DIRECTORY:** ./gt/data/gt-data

No files defined.

**DIRECTORY:** ./gt/data/mc-data

No files defined.

**DIRECTORY: ./gt/include**

No files defined.

**DIRECTORY: ./gt/lib**

No files defined.

**DIRECTORY: ./gt/libsrc**

No files defined.

**DIRECTORY: ./gt/libsrc/libapp****FILE: read.c****FUNCTION: ReadDiscrepancyThresholds(fname, thresholds)**

calledBy:

main in test.c, (null)

network\_init\_thresholds in nwk\_thresh.c, (null)

network\_init\_thresholds in thresh.c, (null)

**FUNCTION: ReadThreshold(format, number, value1, value2, value3)**

calledBy:

ReadDiscrepancyThresholds in read.c, (null)

ReadDiscrepancyThresholds in read.c, IFDEF \_GT\_

ReadDiscrepancyThresholds in read.c, IFNDEF \_GT\_

ReadDiscrepancyThresholds in read.c, (null)

**FILE: test.c****FUNCTION: main(argc, argv)****FILE: thresh.c****FUNCTION: PrepareDiscrepancyThresholds(thresholds, dimensions, location, rotation, turretAzimuth, gunElevation)**

calledBy:

ReadDiscrepancyThresholds in read.c, (null)

**FUNCTION: AppearanceDiscrepancyExceedsThresholds(thresholds, lastUpdate, currentApp, dT)**

calledBy:

main in test.c, (null)

network\_check\_veh\_appearance in nwk\_thresh.c, (null)

network\_check\_veh\_appearance in thresh.c, (null)

**FUNCTION: clear\_monitor\_variables()****FUNCTION: get\_reason\_time()****FUNCTION: get\_reason\_app()****FUNCTION: get\_reason\_tur\_azi()****FUNCTION: get\_reason\_gun\_elev()****FUNCTION: get\_reason\_loc()****FUNCTION: get\_reason\_rot()****FUNCTION: print\_reasons()**

calledBy:

keyboard\_simul in niu\_keybrd.c, (null)

keyboard\_simul in kato\_keybrd.c, (null)

keyboard\_simul in m1\_keybrd.c, (null)

keyboard\_simul in m2\_keybrd.c, (null)

**DIRECTORY: ./gt/libsrc/libcmc****FILE: cmc.c**

FUNCTION: cmc\_signal\_handler()  
FUNCTION: cmc\_attach()  
    calledBy:  
        cmc\_init in cmc.c, (null)  
FUNCTION: cmc\_detach()  
    calledBy:  
        cmc\_uninit in cmc.c, (null)  
FUNCTION: cmc\_init()  
FUNCTION: cmc\_uninit()  
FILE: cmc\_status.c  
FUNCTION: cmc\_heartbeat()  
FUNCTION: cmc\_heartbeat\_init()  
    calledBy:  
        simulation\_state\_machine in main.c, IFDEF notdef  
FILE: cmc\_timer.c  
FUNCTION: cmc\_current\_time()  
    calledBy:  
        io\_simul in io\_simul.c, (null)  
        io\_simul\_idle in io\_simul.c, (null)  
        cig\_failed\_fsm in m2\_cig.c, IFDEF STUB  
FUNCTION: cmc\_timer\_init()  
FUNCTION: cmc\_gettime()  
FUNCTION: cmc\_settime(timerval)

**DIRECTORY: ./gt/libsrc/libcontrols**

FILE: b\_levels.c  
FUNCTION: b\_level\_check()  
    calledBy:  
        cnt\_simul in libcontrols.c, (null)  
        cnt\_simul in main.c, (null)  
FUNCTION: b\_level\_init()  
    calledBy:  
        cnt\_init in libcontrols.c, (null)  
        cnt\_init in main.c, (null)  
FUNCTION: b\_level\_exit()  
    calledBy:  
        cnt\_exit in libcontrols.c, (null)  
        cnt\_exit in main.c, (null)  
FUNCTION: b\_level\_set\_position(ptr, val)  
FUNCTION: b\_level\_get\_position(ptr)  
FILE: edges.c  
FUNCTION: edge\_check()  
    calledBy:  
        cnt\_simul in libcontrols.c, (null)  
        cnt\_simul in main.c, (null)  
FUNCTION: edge\_init()  
    calledBy:  
        cnt\_init in libcontrols.c, (null)  
        cnt\_init in main.c, (null)  
FUNCTION: edge\_exit()  
    calledBy:  
        cnt\_exit in libcontrols.c, (null)  
        cnt\_exit in main.c, (null)

FUNCTION: clear\_edges()  
    calledBy:  
        edge\_init in edges.c, (null)  
        edge\_exit in edges.c, (null)

FILE: g\_edges.c  
FUNCTION: g\_edge\_check()  
    calledBy:  
        cnt\_simul in libcontrols.c, (null)  
        cnt\_simul in main.c, (null)

FUNCTION: g\_edge\_init()  
    calledBy:  
        cnt\_init in libcontrols.c, (null)  
        cnt\_init in main.c, (null)

FUNCTION: g\_edge\_exit()  
    calledBy:  
        cnt\_exit in libcontrols.c, (null)  
        cnt\_exit in main.c, (null)

FUNCTION: clear\_g\_edges()  
    calledBy:  
        g\_edge\_init in g\_edges.c, (null)  
        g\_edge\_exit in g\_edges.c, (null)

FILE: libcontrols.c  
FUNCTION: cnt\_simul()  
FUNCTION: cnt\_init()  
FUNCTION: cnt\_exit()

FILE: lights.c  
FUNCTION: light\_check()  
    calledBy:  
        cnt\_simul in libcontrols.c, (null)  
        cnt\_simul in main.c, (null)

FUNCTION: light\_init()  
    calledBy:  
        cnt\_init in libcontrols.c, (null)  
        cnt\_init in main.c, (null)

FUNCTION: light\_exit()  
    calledBy:  
        cnt\_exit in libcontrols.c, (null)  
        cnt\_exit in main.c, (null)

FUNCTION: set\_light\_val(id\_num, val)  
FUNCTION: get\_light\_val(id\_num)  
FUNCTION: flashing\_init()  
FUNCTION: set\_flashing\_mode(ptr, val)  
FUNCTION: flashing\_check(ptr, light\_value)  
    calledBy:  
        light\_check in lights.c, (null)

FUNCTION: set\_panel\_test(id\_num, val)

FILE: m\_levels.c  
FUNCTION: m\_level\_check()  
    calledBy:  
        cnt\_simul in libcontrols.c, (null)  
        cnt\_simul in main.c, (null)

FUNCTION: m\_level\_init()  
    calledBy:  
        cnt\_init in libcontrols.c, (null)

```
    cnt_init in main.c, (null)
FUNCTION: m_level_exit()
    calledBy:
        cnt_exit in libcontrols.c, (null)
        cnt_exit in main.c, (null)
FUNCTION: call_fcn_by_new_val(new_val, ptr)
    calledBy:
        m_level_check in m_levels.c, (null)
        m_level_init in m_levels.c, (null)
        m_level_exit in m_levels.c, (null)
FUNCTION: m_level_value_check(ptr, pos)
FUNCTION: m_level_get_value(ptr)
FILE: main.c
FUNCTION: true_function(dummy)
FUNCTION: cnt_simul()
FUNCTION: cnt_pots()
FUNCTION: cnt_init(dev_file)
FUNCTION: cnt_exit()
FILE: meters.c
FUNCTION: meter_init_val()
    calledBy:
        cnt_init in libcontrols.c, (null)
        cnt_init in main.c, (null)
FUNCTION: meter_check()
    calledBy:
        cnt_simul in libcontrols.c, (null)
        cnt_simul in main.c, (null)
FUNCTION: meter_exit()
    calledBy:
        cnt_exit in libcontrols.c, (null)
        cnt_exit in main.c, (null)
FUNCTION: meter_set_val(ptr, val)
FUNCTION: meter_adjust_maximum(ptr, val)
FILE: number_of.c
FUNCTION: controls_get_number_of_edges()
    calledBy:
        controls_adjust_offsets in offsets.c, (null)
        pfile_adjust_offsets in pfile_offset.c, (null)
FUNCTION: controls_get_number_of_g_edges()
    calledBy:
        controls_adjust_offsets in offsets.c, (null)
        pfile_adjust_offsets in pfile_offset.c, (null)
FUNCTION: controls_get_number_of_b_levels()
    calledBy:
        controls_adjust_offsets in offsets.c, (null)
        pfile_adjust_offsets in pfile_offset.c, (null)
FUNCTION: controls_get_number_of_m_levels()
    calledBy:
        controls_adjust_offsets in offsets.c, (null)
        pfile_adjust_offsets in pfile_offset.c, (null)
FUNCTION: controls_get_number_of_pots()
    calledBy:
        controls_adjust_offsets in offsets.c, (null)
        pfile_adjust_offsets in pfile_offset.c, (null)
```

FUNCTION: controls\_get\_number\_of\_meters()  
     calledBy:  
         controls\_adjust\_offsets in offsets.c, (null)  
         pfile\_adjust\_offsets in pfile\_offset.c, (null)  
 FUNCTION: controls\_get\_number\_of\_lights()  
     calledBy:  
         controls\_adjust\_offsets in offsets.c, (null)  
         pfile\_adjust\_offsets in pfile\_offset.c, (null)  
 FUNCTION: controls\_get\_number\_of\_status\_inputs()  
     calledBy:  
         controls\_adjust\_offsets in offsets.c, (null)  
         pfile\_adjust\_offsets in pfile\_offset.c, (null)  
 FILE: offsets.c  
 FUNCTION: controls\_adjust\_offsets(file\_of\_devices)  
     calledBy:  
         cnt\_init in main.c, (null)  
 FILE: pots.c  
 FUNCTION: pot\_init()  
     calledBy:  
         cnt\_init in libcontrols.c, (null)  
         cnt\_init in main.c, (null)  
 FUNCTION: pot\_print\_bitfield(where)  
 FUNCTION: pot\_print()  
 FUNCTION: pot\_check()  
     calledBy:  
         cnt\_simul in libcontrols.c, (null)  
         cnt\_simul in main.c, (null)  
         cnt\_pots in main.c, (null)  
 FUNCTION: pot\_exit()  
     calledBy:  
         cnt\_exit in libcontrols.c, (null)  
         cnt\_exit in main.c, (null)  
 FUNCTION: scale(ptr, val)  
     calledBy:  
         pot\_init in pots.c, (null)  
         pot\_print in pots.c, (null)  
         pot\_check in pots.c, (null)  
         pot\_exit in pots.c, (null)  
 FUNCTION: unscale(ptr, val)  
     calledBy:  
         pot\_init in pots.c, (null)  
         pot\_exit in pots.c, (null)  
 FUNCTION: pot\_set\_bound\_val(ptr, bound\_num, val)

# **DIRECTORY: /gt/libsrc/libdev**

FILE: dev.c

FUNCTION: dev\_readfile(name)  
     calledBy:  
         controls\_adjust\_offsets in offsets.c, (null)  
         pfile\_adjust\_offsets in pfile\_offset.c, (null)  
         main in calibrate.c, (null)  
         main in ncalib.c, (null)  
         main in main.c, (null)

main in panel\_test.c, (null)  
FUNCTION: dev\_error(func, name, flag)  
calledBy:  
dev\_readfile in dev.c, (null)  
dev\_error in dev.c, (null)  
dev\_get\_param\_file in dev.c, (null)  
dev\_get\_port\_name in dev.c, (null)  
calib\_pfile\_read in ncalib.c, (null)  
FUNCTION: dev\_get\_no\_devices()  
calledBy:  
main in calibrate.c, (null)  
main in ncalib.c, (null)  
main in main.c, (null)  
main in panel\_test.c, (null)  
FUNCTION: dev\_get\_offset(device\_number)  
calledBy:  
controls\_adjust\_offsets in offsets.c, (null)  
dev\_readfile in dev.c, (null)  
pfile\_adjust\_offsets in pfile\_offset.c, (null)  
main in ncalib.c, (null)  
main in main.c, (null)  
main in panel\_test.c, (null)  
FUNCTION: dev\_get\_vehicle()  
calledBy:  
main in calibrate.c, (null)  
main in ncalib.c, (null)  
main in panel\_test.c, (null)  
FUNCTION: dev\_get\_param\_file(i)  
calledBy:  
main in calibrate.c, (null)  
main in ncalib.c, (null)  
main in main.c, (null)  
main in panel\_test.c, (null)  
FUNCTION: dev\_get\_calib\_file()  
calledBy:  
calib\_get\_mode in calibrate.c, (null)  
write\_calib\_file in calibrate.c, (null)  
calib\_get\_mode in ncalib.c, (null)  
write\_calib\_file in ncalib.c, (null)  
main in panel\_test.c, (null)  
FUNCTION: dev\_get\_banner\_file()  
FUNCTION: dev\_get\_port\_name(i)  
calledBy:  
dev\_readfile in dev.c, (null)  
main in ncalib.c, (null)  
main in panel\_test.c, (null)  
FUNCTION: reset\_terminal()  
calledBy:  
dev\_error in dev.c, (null)  
exit\_gracefully in calibrate.c, (null)  
exit\_gracefully in ncalib.c, (null)

**DIRECTORY:** ./gt/libsrc/libdrn

## FILE: assoc.c

FUNCTION: DRN\_GetAssocUserProtocol(pdu)  
calledBy:  
    DRN\_GetAssocUserProtocolName in assoc.c, (null)  
    DRN\_GetAssocVariantName in assoc.c, (null)  
    \_print\_AssociationPDU in assoc.c, (null)  
FUNCTION: DRN\_GetAssocUserProtocolName(apdu)  
calledBy:  
    \_print\_AssociationPDU in assoc.c, (null)  
FUNCTION: DRN\_GetAssocData(pdu)  
calledBy:  
    DRN\_GetAssocVariantName in assoc.c, (null)  
    \_print\_AssociationPDU in assoc.c, (null)  
FUNCTION: DRN\_GetAssocDataLength(apdu)  
calledBy:  
    DRN\_GetAssocVariantName in assoc.c, (null)  
FUNCTION: DRN\_GetAssocVariantName(apdu)  
FUNCTION: DRN\_PrintAssociationPDU(apdu)  
FUNCTION: \_print\_AssociationPDU(uapdu, title, typeID, user)  
calledBy:  
    DRN\_PrintAssociationPDU in assoc.c, (null)  
FUNCTION: DRN\_VerifyAssociationPDU(packet)  
FUNCTION: \_verify\_AssociationUserProtocol(packet, title, typeID, user)  
FUNCTION: \_print\_AssociationUserProtocol(packet, title, typeID, user)

## FILE: basic.c

FUNCTION: \_print\_VehicleID(packet, title, typeID, user)  
FUNCTION: \_print\_SimulationAddress(packet, title, typeID, user)  
FUNCTION: \_get\_VehicleType(vehicle)  
calledBy:  
    \_print\_ObjectType in basic.c, (null)  
    \_print\_VehicleGuises in basic.c, (null)  
FUNCTION: \_get\_MunitionType(munition)  
calledBy:  
    \_print\_ObjectType in basic.c, (null)  
    main in foo.c, (null)  
FUNCTION: \_print\_ObjectType(packet, title, typeID, user)  
calledBy:  
    main in foo.c, (null)  
FUNCTION: \_print\_VehicleGuises(packet, title, typeID, user)  
FUNCTION: \_print\_WorldCoordinates(packet, title, typeID, user)  
FUNCTION: \_print\_Angle(packet, title, typeID, user)  
FUNCTION: \_print\_VehicleCoordinates(packet, title, typeID, user)  
FUNCTION: \_print\_VelocityVector(packet, title, typeID, user)  
FUNCTION: \_print\_VehicleMarking(packet, title, typeID, user)  
FUNCTION: \_print\_TerrainDatabaseID(packet, title, typeID, user)  
FUNCTION: \_verify\_BurstDescriptor(packet, title, typeID, user)  
FUNCTION: \_verify\_Time(packet, title, typeID, user)  
FUNCTION: \_verify\_VehicleStatus(packet, title, typeID, user)

## FILE: drn\_comp.c

FUNCTION: DRN\_ReadPacked(pPacketPtr, title, typeID, user)  
FUNCTION: DRN\_ReadUnpacked(uPacketPtr, title, typeID, user)  
calledBy:  
    DRN\_ReadPacked in drn\_comp.c, (null)  
    \_DRN\_EditUnpacked in drn\_comp.c, (null)



FUNCTION: \_DRN\_ReadField(fieldPtr, title, typeID, user)  
FUNCTION: DRN\_ReadIn(control, text)  
FUNCTION: \_DRN\_GetEditorName()  
    calledBy:  
        \_DRN\_EditUnpacked in drn\_comp.c, (null)  
FUNCTION: \_DRN\_EditUnpacked(uPacketPtr, title, typeID, user)  
FILE: drn\_db.c  
FUNCTION: VerifyVehicleCapabilities(self)  
    calledBy:  
        VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
        VerifyStealthAppearanceVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyObjectID(self)  
    calledBy:  
        VerifyMinefieldVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyRepairResult(self)  
    calledBy:  
        VerifyRepairResponseVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyRadiateVariant(self)  
    calledBy:  
        VerifySimulationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyMotiveSubsystems(self)  
    calledBy:  
        VerifyAirVehicleSubsystems in drn\_db.c, (null)  
        VerifyGroundVehicleSubsystems in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyForceID(self)  
    calledBy:  
        VerifyMinefieldVariant in drn\_db.c, (null)  
        VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
        VerifyStealthAppearanceVariant in drn\_db.c, (null)  
        VerifyMarkerVariant in drn\_db.c, (null)  
        VerifyOrganizationalUnit in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyCockpitSubsystems(self)  
    calledBy:  
        VerifyAirVehicleSubsystems in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyRepairRequestVariant(self)  
    calledBy:  
        VerifySimulationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyPowerSubsystems(self)  
    calledBy:  
        VerifyAirVehicleSubsystems in drn\_db.c, (null)  
        VerifyGroundVehicleSubsystems in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerSpeedRTC(self)  
    calledBy:  
        VerifyLoggerCommandVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)

FUNCTION: VerifyPointToPointProtocolVersio(self)  
calledBy:  
    VerifyPointToPointPDU in drn\_db.c, (null)  
    \_DRN\_VerifyUnpacked in drn\_db.c, (null)

FUNCTION: VerifyFireResult(self)  
calledBy:  
    VerifyIndirectFireDetonation in drn\_db.c, (null)  
    VerifyImpactVariant in drn\_db.c, (null)  
    \_DRN\_VerifyUnpacked in drn\_db.c, (null)

FUNCTION: VerifyMetamorphoseVariant(self)  
calledBy:  
    VerifyStealthPDU in drn\_db.c, (null)  
    \_DRN\_VerifyUnpacked in drn\_db.c, (null)

FUNCTION: VerifySimulationAddress(self)  
calledBy:  
    VerifyObjectID in drn\_db.c, (null)  
    VerifyVehicleID in drn\_db.c, (null)  
    VerifyLoggerPDU in drn\_db.c, (null)  
    VerifyPointToPointPDU in drn\_db.c, (null)  
    VerifyMarkerVariant in drn\_db.c, (null)  
    VerifyAssociationPDU in drn\_db.c, (null)  
    \_DRN\_VerifyUnpacked in drn\_db.c, (null)

FUNCTION: VerifyElevationRequestVariant(self)  
calledBy:  
    VerifyTerrainPDU in drn\_db.c, (null)  
    \_DRN\_VerifyUnpacked in drn\_db.c, (null)

FUNCTION: VerifyVehicleID(self)  
calledBy:  
    VerifyRadiateVariant in drn\_db.c, (null)  
    VerifyRepairRequestVariant in drn\_db.c, (null)  
    VerifyElevationRequestVariant in drn\_db.c, (null)  
    VerifyStatusChangeVariant in drn\_db.c, (null)  
    VerifyActivateResponseVariant in drn\_db.c, (null)  
    VerifyAttachVariant in drn\_db.c, (null)  
    VerifyDeactivateResponseVariant in drn\_db.c, (null)  
    VerifyTargetDescriptor in drn\_db.c, (null)  
    VerifyMimicVariant in drn\_db.c, (null)  
    VerifyRepairResponseVariant in drn\_db.c, (null)  
    VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
    VerifyResupplyVariant in drn\_db.c, (null)  
    VerifyFireVariant in drn\_db.c, (null)  
    VerifyActivateRequestVariant in drn\_db.c, (null)  
    VerifyResupplyCancelVariant in drn\_db.c, (null)  
    VerifyIndirectFireDetonation in drn\_db.c, (null)  
    VerifyStealthAppearanceVariant in drn\_db.c, (null)  
    VerifyImpactVariant in drn\_db.c, (null)  
    VerifyCollisionVariant in drn\_db.c, (null)  
    VerifyEventFlagVariant in drn\_db.c, (null)  
    VerifyStatusQueryVariant in drn\_db.c, (null)  
    VerifyLaserRangeVariant in drn\_db.c, (null)  
    VerifyVehicleStatusVariant in drn\_db.c, (null)  
    VerifyAttachedVariant in drn\_db.c, (null)  
    VerifyDeactivateRequestVariant in drn\_db.c, (null)  
    VerifyElevationResponseVariant in drn\_db.c, (null)

\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTerrainPDU(self)  
    calledBy:  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAssociationUserProtocol(self)  
    calledBy:  
        VerifyPointToPointPDU in drn\_db.c, (null)  
        VerifyAssociationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStatusChangeVariant(self)  
    calledBy:  
        VerifyDataCollectionPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyMinefieldVariant(self)  
    calledBy:  
        VerifyDataCollectionPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStatusResult(self)  
    calledBy:  
        VerifyStatusResponseVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyActivateResponseVariant(self)  
    calledBy:  
        VerifySimulationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyXYCoordinates(self)  
    calledBy:  
        VerifyMinefieldVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyDeactivateReason(self)  
    calledBy:  
        VerifyDeactivateRequestVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerSeekRTC(self)  
    calledBy:  
        VerifyLoggerCommandVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyDataCollectionProtocolVers(self)  
    calledBy:  
        VerifyDataCollectionPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyReturnSwitch(self)  
    calledBy:  
        VerifyLaserRangeVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAttachVariant(self)  
    calledBy:  
        VerifyStealthPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLaserRangeResult(self)  
    calledBy:  
        VerifyLaserRangeVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleMarking(self)

calledBy:  
    VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
    VerifyActivateRequestVariant in drn\_db.c, (null)  
    VerifyStealthAppearanceVariant in drn\_db.c, (null)  
    \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerProtocolVersion(self)  
    calledBy:  
        VerifyLoggerPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleStatus(self)  
    calledBy:  
        VerifyActivateRequestVariant in drn\_db.c, (null)  
        VerifyVehicleStatusVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySimulatorType(self)  
    calledBy:  
        VerifyResupplyVariant in drn\_db.c, (null)  
        VerifyEquipStatusVariant in drn\_db.c, (null)  
        VerifyStatusQueryVariant in drn\_db.c, (null)  
        VerifySimulationStatusVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyBattleScheme(self)  
    calledBy:  
        VerifyExerciseStatusVariant in drn\_db.c, (null)  
        VerifyActivateRequestVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTurretSubsystems(self)  
    calledBy:  
        VerifyGroundVehicleSubsystems in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStealthPDU(self)  
    calledBy:  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerPDU(self)  
    calledBy:  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyDeactivateResponseVariant(self)  
    calledBy:  
        VerifySimulationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyExerciseStatusVariant(self)  
    calledBy:  
        VerifyDataCollectionPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyUnitIdentifier(self)  
    calledBy:  
        VerifyOrganizationalUnit in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStealthProtocolVersion(self)  
    calledBy:  
        VerifyStealthPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyRadarMode(self)  
    calledBy:

VerifyRadiateVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStealthVisibilityVariant(self)  
calledBy:  
VerifyStealthPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyDataCollectionPDU(self)  
calledBy:  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyUnitRelation(self)  
calledBy:  
VerifyStatusQueryVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyUnitType(self)  
calledBy:  
VerifyUnitIdentifier in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTargetDescriptor(self)  
calledBy:  
VerifyFireVariant in drn\_db.c, (null)  
VerifyLaserRangeVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyMimicVariant(self)  
calledBy:  
VerifyStealthPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyManagementPDU(self)  
calledBy:  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStatusResponseVariant(self)  
calledBy:  
VerifyDataCollectionPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerCommandVariant(self)  
calledBy:  
VerifyLoggerPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleSpecificStatus(self)  
calledBy:  
VerifyVehicleStatus in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTerrainPDUKind(self)  
calledBy:  
VerifyTerrainPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyRepairResponseVariant(self)  
calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySIMNET\_M1\_Status(self)  
calledBy:  
VerifyVehicleSpecificStatus in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleAppearanceVariant(self)

calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleCoordinates(self)  
calledBy:  
VerifyImpactVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyErrorReportVariant(self)  
calledBy:  
VerifyManagementPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerPDUKind(self)  
calledBy:  
VerifyLoggerPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTerrainDatabaseID(self)  
calledBy:  
VerifyExerciseStatusVariant in drn\_db.c, (null)  
VerifyActivateRequestVariant in drn\_db.c, (null)  
VerifySimulationStatusVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySignalPower(self)  
calledBy:  
VerifyRadiateVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyResupplyVariant(self)  
calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyObjectType(self)  
calledBy:  
VerifyVehicleStatus in drn\_db.c, (null)  
VerifyResupplyVariant in drn\_db.c, (null)  
VerifyFireVariant in drn\_db.c, (null)  
VerifyShowEffectVariant in drn\_db.c, (null)  
VerifyMineDescriptor in drn\_db.c, (null)  
VerifyMunitionQuantity in drn\_db.c, (null)  
VerifyBurstDescriptor in drn\_db.c, (null)  
VerifyVehicleGuises in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyMarkerDescriptor(self)  
calledBy:  
VerifyMarkerVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyFireVariant(self)  
calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyPointToPointPDU(self)  
calledBy:  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyShowEffectVariant(self)  
calledBy:  
VerifyManagementPDU in drn\_db.c, (null)

\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerMedium(self)  
    calledBy:  
        VerifyLoggerStartRTC in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyManagementPDUKind(self)  
    calledBy:  
        VerifyManagementPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyMineDescriptor(self)  
    calledBy:  
        VerifyMinefieldVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerClockTickVariant(self)  
    calledBy:  
        VerifyLoggerPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyActivateRequestVariant(self)  
    calledBy:  
        VerifySimulationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyActivateReason(self)  
    calledBy:  
        VerifyActivateRequestVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerAvailReplyVariant(self)  
    calledBy:  
        VerifyLoggerPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyDeactivateResult(self)  
    calledBy:  
        VerifyDeactivateResponseVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyErrorReportSeverity(self)  
    calledBy:  
        VerifyErrorReportVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyWorldCoordinates(self)  
    calledBy:  
        VerifyRadiateVariant in drn\_db.c, (null)  
        VerifyElevationRequestVariant in drn\_db.c, (null)  
        VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
        VerifyMarkerDescriptor in drn\_db.c, (null)  
        VerifyFireVariant in drn\_db.c, (null)  
        VerifyShowEffectVariant in drn\_db.c, (null)  
        VerifyActivateRequestVariant in drn\_db.c, (null)  
        VerifyIndirectFireDetonation in drn\_db.c, (null)  
        VerifyStealthAppearanceVariant in drn\_db.c, (null)  
        VerifyTeleportVariant in drn\_db.c, (null)  
        VerifyImpactVariant in drn\_db.c, (null)  
        VerifyLaserRangeVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerTime(self)  
    calledBy:

VerifyLoggerClockTickVariant in drn\_db.c, (null)  
VerifyLoggerStartRTC in drn\_db.c, (null)  
VerifyLoggerStatusReplyVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyEquipStatusVariant(self)  
calledBy:  
VerifyManagementPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleComponent(self)  
calledBy:  
VerifyImpactVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyCharacterSetType(self)  
calledBy:  
VerifyVehicleMarking in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyRepairType(self)  
calledBy:  
VerifyRepairRequestVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyExerciseID(self)  
calledBy:  
VerifyTerrainPDU in drn\_db.c, (null)  
VerifyStealthVisibilityVariant in drn\_db.c, (null)  
VerifyDataCollectionPDU in drn\_db.c, (null)  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyElectronicSubsystems(self)  
calledBy:  
VerifyAirVehicleSubsystems in drn\_db.c, (null)  
VerifyGroundVehicleSubsystems in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyChassisSubsystems(self)  
calledBy:  
VerifyGroundVehicleSubsystems in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerInformationVariant(self)  
calledBy:  
VerifyLoggerPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySIMNET\_Sim\_Status(self)  
calledBy:  
VerifyEquipStatusVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyResupplyCancelVariant(self)  
calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySiteID(self)  
calledBy:  
VerifySimulationAddress in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyEffectType(self)  
calledBy:



VerifyShowEffectVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStealthPDUKind(self)  
calledBy:  
VerifyStealthPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleSubsystems(self)  
calledBy:  
VerifyStatusChangeVariant in drn\_db.c, (null)  
VerifyVehicleStatus in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyMarkerVariantNumber(self)  
calledBy:  
VerifyMarkerVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAirVehicleSubsystems(self)  
calledBy:  
VerifyVehicleSubsystems in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyIndirectFireVariant(self)  
calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVelocityVector(self)  
calledBy:  
VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
VerifyFireVariant in drn\_db.c, (null)  
VerifyStealthAppearanceVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyIndirectFireDetonation(self)  
calledBy:  
VerifyIndirectFireVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyGenericVehicleStatus(self)  
calledBy:  
VerifyVehicleSpecificStatus in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyvehiclesDynamics(self)  
calledBy:  
VerifyMetamorphoseVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyMulticastGroupID(self)  
calledBy:  
VerifyPointToPointPDU in drn\_db.c, (null)  
VerifyAssociationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStealthAppearanceVariant(self)  
calledBy:  
VerifyStealthPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerOperation(self)  
calledBy:  
VerifyLoggerStatusReplyVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)

FUNCTION: VerifyMunitionQuantity(self)  
    calledBy:  
        VerifyResupplyVariant in drn\_db.c, (null)  
        VerifyGenericVehicleStatus in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTeleportVariant(self)  
    calledBy:  
        VerifyStealthPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerRTCType(self)  
    calledBy:  
        VerifyLoggerCommandVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAssociationDataUnit(self)  
    calledBy:  
        VerifyPointToPointPDU in drn\_db.c, (null)  
        VerifyAssociationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAssociationPDUKind(self)  
    calledBy:  
        VerifyAssociationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySpecificStatusCategory(self)  
    calledBy:  
        VerifyVehicleSpecificStatus in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyImpactVariant(self)  
    calledBy:  
        VerifySimulationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyFireType(self)  
    calledBy:  
        VerifyFireVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyCollisionVariant(self)  
    calledBy:  
        VerifySimulationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleClass(self)  
    calledBy:  
        VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
        VerifyActivateRequestVariant in drn\_db.c, (null)  
        VerifyStealthAppearanceVariant in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTransactionIdentifier(self)  
    calledBy:  
        VerifyAssociationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyMarkerVariant(self)  
    calledBy:  
        VerifySimulationPDU in drn\_db.c, (null)  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySIMNET\_M2\_Status(self)  
    calledBy:

VerifyVehicleSpecificStatus in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTargetType(self)  
calledBy:  
VerifyTargetDescriptor in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAssociationPDU(self)  
calledBy:  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyActivateResult(self)  
calledBy:  
VerifyActivateResponseVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySimulationPDUKind(self)  
calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySimulationPDU(self)  
calledBy:  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTerrainProtocolVersion(self)  
calledBy:  
VerifyTerrainPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySignalFrequency(self)  
calledBy:  
VerifyRadiateVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyTime(self)  
calledBy:  
VerifyMinefieldVariant in drn\_db.c, (null)  
VerifyExerciseStatusVariant in drn\_db.c, (null)  
VerifyActivateRequestVariant in drn\_db.c, (null)  
VerifySimulationStatusVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyComponentStatus(self)  
calledBy:  
VerifySIMNET\_Sim\_Status in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyGroundVehicleSubsystems(self)  
calledBy:  
VerifyVehicleSubsystems in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyWeaponSubsystems(self)  
calledBy:  
VerifyAirVehicleSubsystems in drn\_db.c, (null)  
VerifyGroundVehicleSubsystems in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerStartRTC(self)  
calledBy:  
VerifyLoggerCommandVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyOrganizationType(self)  
calledBy:

VerifyOrganizationalUnit in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyEventFlagVariant(self)  
calledBy:  
VerifyDataCollectionPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStatusQueryVariant(self)  
calledBy:  
VerifyDataCollectionPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAirframeSubsystems(self)  
calledBy:  
VerifyAirVehicleSubsystems in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAngle(self)  
calledBy:  
VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
VerifyMarkerDescriptor in drn\_db.c, (null)  
VerifyActivateRequestVariant in drn\_db.c, (null)  
VerifyStealthAppearanceVariant in drn\_db.c, (null)  
VerifyTeleportVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyBurstDescriptor(self)  
calledBy:  
VerifyFireVariant in drn\_db.c, (null)  
VerifyIndirectFireVariant in drn\_db.c, (null)  
VerifyImpactVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySubsystemsCategory(self)  
calledBy:  
VerifyVehicleSubsystems in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySimulationStatusVariant(self)  
calledBy:  
VerifyDataCollectionPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyRadarDutyCycle(self)  
calledBy:  
VerifyRadiateVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerStatusReplyVariant(self)  
calledBy:  
VerifyLoggerPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerActivity(self)  
calledBy:  
VerifyLoggerStatusReplyVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyManagementProtocolVersion(self)  
calledBy:  
VerifyManagementPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAssociationProtocolVersion(self)  
calledBy:

VerifyAssociationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLaserRangeVariant(self)  
calledBy:  
VerifyDataCollectionPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySIMNET\_MCC\_Status(self)  
calledBy:  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyDamageCause(self)  
calledBy:  
VerifyStatusChangeVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleStatusVariant(self)  
calledBy:  
VerifyDataCollectionPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyOrganizationalUnit(self)  
calledBy:  
VerifyActivateRequestVariant in drn\_db.c, (null)  
VerifyStatusQueryVariant in drn\_db.c, (null)  
VerifySimulationStatusVariant in drn\_db.c, (null)  
VerifyVehicleStatusVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyAttachedVariant(self)  
calledBy:  
VerifyStealthPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStealthErrorVariant(self)  
calledBy:  
VerifyStealthPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyEventID(self)  
calledBy:  
VerifyRepairRequestVariant in drn\_db.c, (null)  
VerifyElevationRequestVariant in drn\_db.c, (null)  
VerifyStatusChangeVariant in drn\_db.c, (null)  
VerifyFireVariant in drn\_db.c, (null)  
VerifyIndirectFireDetonation in drn\_db.c, (null)  
VerifyImpactVariant in drn\_db.c, (null)  
VerifyCollisionVariant in drn\_db.c, (null)  
VerifyElevationResponseVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyStatusChangeEffect(self)  
calledBy:  
VerifyStatusChangeVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyDataCollectionPDUKind(self)  
calledBy:  
VerifyDataCollectionPDU in drn\_db.c, (null)  
VerifyStatusQueryVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyVehicleGuises(self)  
calledBy:

VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
VerifyActivateRequestVariant in drn\_db.c, (null)  
VerifyStealthAppearanceVariant in drn\_db.c, (null)  
VerifyMarkerVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyRepairCause(self)  
calledBy:  
VerifyStatusChangeVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyBoolean(self)  
calledBy:  
VerifyVehicleCapabilities in drn\_db.c, (null)  
VerifyMotiveSubsystems in drn\_db.c, (null)  
VerifyCockpitSubsystems in drn\_db.c, (null)  
VerifyPowerSubsystems in drn\_db.c, (null)  
VerifyTurretSubsystems in drn\_db.c, (null)  
VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
VerifyActivateRequestVariant in drn\_db.c, (null)  
VerifyLoggerAvailReplyVariant in drn\_db.c, (null)  
VerifyElectronicSubsystems in drn\_db.c, (null)  
VerifyChassisSubsystems in drn\_db.c, (null)  
VerifyLoggerInformationVariant in drn\_db.c, (null)  
VerifyVehicleSubsystems in drn\_db.c, (null)  
VerifyStealthAppearanceVariant in drn\_db.c, (null)  
VerifyWeaponSubsystems in drn\_db.c, (null)  
VerifyLoggerStartRTC in drn\_db.c, (null)  
VerifyAirframeSubsystems in drn\_db.c, (null)  
VerifyLoggerStatusReplyVariant in drn\_db.c, (null)  
VerifySIMNET\_MCC\_Status in drn\_db.c, (null)  
VerifyAttachedVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyLoggerState(self)  
calledBy:  
VerifyLoggerStatusReplyVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifySimulationProtocolVersion(self)  
calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyDeactivateRequestVariant(self)  
calledBy:  
VerifySimulationPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: VerifyElevationResponseVariant(self)  
calledBy:  
VerifyTerrainPDU in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
FUNCTION: \_DRN\_VerifyPacked(pPacketPtr, typeID)  
FUNCTION: \_DRN\_VerifyUnpacked(uPacketPtr, typeID)  
calledBy:  
\_DRN\_VerifyPacked in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_ver.c, (null)  
\_DRN\_VerifyField in drn\_ver.c, (null)  
FUNCTION: FloatNaN(f)

calledBy:  
  Unpack\_RadiateVariant in drn\_db.c, (null)  
  Unpack\_VehicleStatus in drn\_db.c, (null)  
  Unpack\_SIMNET\_M1\_Status in drn\_db.c, (null)  
  Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
  Unpack\_VehicleCoordinates in drn\_db.c, (null)  
  Unpack\_SignalPower in drn\_db.c, (null)  
  Unpack\_FireVariant in drn\_db.c, (null)  
  Unpack\_MineDescriptor in drn\_db.c, (null)  
  Unpack\_SIMNET\_Sim\_Status in drn\_db.c, (null)  
  Unpack\_VelocityVector in drn\_db.c, (null)  
  Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
  Unpack\_MunitionQuantity in drn\_db.c, (null)  
  Unpack\_ImpactVariant in drn\_db.c, (null)  
  Unpack\_SIMNET\_M2\_Status in drn\_db.c, (null)  
  Unpack\_SignalFrequency in drn\_db.c, (null)  
FUNCTION: DoubleNaN(d)  
  calledBy:  
    Unpack\_XYCoordinates in drn\_db.c, (null)  
    Unpack\_WorldCoordinates in drn\_db.c, (null)  
    Unpack\_ImpactVariant in drn\_db.c, (null)  
    Unpack\_ElevationResponseVariant in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleCapabilities(self, pPacketPtr)  
  calledBy:  
    Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
    Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ObjectID(self, pPacketPtr)  
  calledBy:  
    Pack\_MinefieldVariant in drn\_db.c, (null)  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_RepairResult(self, pPacketPtr)  
  calledBy:  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_RadiateVariant(self, pPacketPtr)  
  calledBy:  
    Pack\_SimulationPDU in drn\_db.c, (null)  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MotiveSubsystems(self, pPacketPtr)  
  calledBy:  
    Pack\_AirVehicleSubsystems in drn\_db.c, (null)  
    Pack\_GroundVehicleSubsystems in drn\_db.c, (null)  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ForceID(self, pPacketPtr)  
  calledBy:  
    Pack\_MinefieldVariant in drn\_db.c, (null)  
    Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
    Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
    Pack\_MarkerVariant in drn\_db.c, (null)  
    Pack\_OrganizationalUnit in drn\_db.c, (null)  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_CockpitSubsystems(self, pPacketPtr)  
  calledBy:  
    Pack\_AirVehicleSubsystems in drn\_db.c, (null)

DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_RepairRequestVariant(self, pPacketPtr)  
calledBy:  
Pack\_SimulationPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_PowerSubsystems(self, pPacketPtr)  
calledBy:  
Pack\_AirVehicleSubsystems in drn\_db.c, (null)  
Pack\_GroundVehicleSubsystems in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerSpeedRTC(self, pPacketPtr)  
calledBy:  
Pack\_LoggerCommandVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_PointToPointProtocolVersion(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_FireResult(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MetamorphoseVariant(self, pPacketPtr)  
calledBy:  
Pack\_StealthPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SimulationAddress(self, pPacketPtr)  
calledBy:  
Pack\_ObjectID in drn\_db.c, (null)  
Pack\_VehicleID in drn\_db.c, (null)  
Pack\_LoggerPDU in drn\_db.c, (null)  
Pack\_PointToPointPDU in drn\_db.c, (null)  
Pack\_MarkerVariant in drn\_db.c, (null)  
Pack\_AssociationPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ElevationRequestVariant(self, pPacketPtr)  
calledBy:  
Pack\_TerrainPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleID(self, pPacketPtr)  
calledBy:  
Pack\_RadiateVariant in drn\_db.c, (null)  
Pack\_RepairRequestVariant in drn\_db.c, (null)  
Pack\_ElevationRequestVariant in drn\_db.c, (null)  
Pack\_StatusChangeVariant in drn\_db.c, (null)  
Pack\_ActivateResponseVariant in drn\_db.c, (null)  
Pack\_AttachVariant in drn\_db.c, (null)  
Pack\_DeactivateResponseVariant in drn\_db.c, (null)  
Pack\_TargetDescriptor in drn\_db.c, (null)  
Pack\_MimicVariant in drn\_db.c, (null)  
Pack\_RepairResponseVariant in drn\_db.c, (null)  
Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Pack\_ResupplyVariant in drn\_db.c, (null)  
Pack\_FireVariant in drn\_db.c, (null)  
Pack\_ActivateRequestVariant in drn\_db.c, (null)  
Pack\_ResupplyCancelVariant in drn\_db.c, (null)



Pack\_IndirectFireDetonation in drn\_db.c, (null)  
Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
Pack\_ImpactVariant in drn\_db.c, (null)  
Pack\_CollisionVariant in drn\_db.c, (null)  
Pack\_EventFlagVariant in drn\_db.c, (null)  
Pack\_StatusQueryVariant in drn\_db.c, (null)  
Pack\_LaserRangeVariant in drn\_db.c, (null)  
Pack\_VehicleStatusVariant in drn\_db.c, (null)  
Pack\_AttachedVariant in drn\_db.c, (null)  
Pack\_DeactivateRequestVariant in drn\_db.c, (null)  
Pack\_ElevationResponseVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TerrainPDU(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_AssociationUserProtocol(self, pPacketPtr)  
    calledBy:  
        Pack\_PointToPointPDU in drn\_db.c, (null)  
        Pack\_AssociationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StatusChangeVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MinefieldVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StatusResult(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ActivateResponseVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_XYCoordinates(self, pPacketPtr)  
    calledBy:  
        Pack\_MinefieldVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_DeactivateReason(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerSeekRTC(self, pPacketPtr)  
    calledBy:  
        Pack\_LoggerCommandVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_DataCollectionProtocolVersion(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ReturnSwitch(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_AttachVariant(self, pPacketPtr)  
    calledBy:

Pack\_StealthPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LaserRangeResult(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleMarking(self, pPacketPtr)  
calledBy:  
Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Pack\_ActivateRequestVariant in drn\_db.c, (null)  
Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerProtocolVersion(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleStatus(self, pPacketPtr)  
calledBy:  
Pack\_ActivateRequestVariant in drn\_db.c, (null)  
Pack\_VehicleStatusVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SimulatorType(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_BattleScheme(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TurretSubsystems(self, pPacketPtr)  
calledBy:  
Pack\_GroundVehicleSubsystems in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StealthPDU(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerPDU(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_DeactivateResponseVariant(self, pPacketPtr)  
calledBy:  
Pack\_SimulationPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ExerciseStatusVariant(self, pPacketPtr)  
calledBy:  
Pack\_DataCollectionPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_UnitIdentifier(self, pPacketPtr)  
calledBy:  
Pack\_OrganizationalUnit in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StealthProtocolVersion(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_RadarMode(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StealthVisibilityVariant(self, pPacketPtr)

calledBy:  
    Pack\_StealthPDU in drn\_db.c, (null)  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_DataCollectionPDU(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_UnitRelation(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_UnitType(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TargetDescriptor(self, pPacketPtr)  
    calledBy:  
        Pack\_FireVariant in drn\_db.c, (null)  
        Pack\_LaserRangeVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MimicVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_StealthPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ManagementPDU(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StatusResponseVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerCommandVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_LoggerPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleSpecificStatus(self, pPacketPtr)  
    calledBy:  
        Pack\_VehicleStatus in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TerrainPDUKind(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_RepairResponseVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SIMNET\_M1\_Status(self, pPacketPtr)  
    calledBy:  
        Pack\_VehicleSpecificStatus in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleAppearanceVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleCoordinates(self, pPacketPtr)  
    calledBy:  
        Pack\_InpactVariant in drn\_db.c, (null)

DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ErrorReportVariant(self, pPacketPtr)  
calledBy:  
Pack\_ManagementPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerPDUKind(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TerrainDatabaseID(self, pPacketPtr)  
calledBy:  
Pack\_ExerciseStatusVariant in drn\_db.c, (null)  
Pack\_ActivateRequestVariant in drn\_db.c, (null)  
Pack\_SimulationStatusVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SignalPower(self, pPacketPtr)  
calledBy:  
Pack\_RadiateVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ResupplyVariant(self, pPacketPtr)  
calledBy:  
Pack\_SimulationPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ObjectType(self, pPacketPtr)  
calledBy:  
Pack\_VehicleStatus in drn\_db.c, (null)  
Pack\_ResupplyVariant in drn\_db.c, (null)  
Pack\_FireVariant in drn\_db.c, (null)  
Pack\_ShowEffectVariant in drn\_db.c, (null)  
Pack\_MineDescriptor in drn\_db.c, (null)  
Pack\_MunitionQuantity in drn\_db.c, (null)  
Pack\_BurstDescriptor in drn\_db.c, (null)  
Pack\_VehicleGuises in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MarkerDescriptor(self, pPacketPtr)  
calledBy:  
Pack\_MarkerVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_FireVariant(self, pPacketPtr)  
calledBy:  
Pack\_SimulationPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_PointToPointPDU(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ShowEffectVariant(self, pPacketPtr)  
calledBy:  
Pack\_ManagementPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerMedium(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ManagementPDUKind(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_MineDescriptor(self, pPacketPtr)  
    calledBy:  
        Pack\_MinefieldVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerClockTickVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_LoggerPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ActivateRequestVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ActivateReason(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerAvailReplyVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_LoggerPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_DeactivateResult(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ErrorReportSeverity(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_WorldCoordinates(self, pPacketPtr)  
    calledBy:  
        Pack\_RadiateVariant in drn\_db.c, (null)  
        Pack\_ElevationRequestVariant in drn\_db.c, (null)  
        Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
        Pack\_MarkerDescriptor in drn\_db.c, (null)  
        Pack\_FireVariant in drn\_db.c, (null)  
        Pack\_ShowEffectVariant in drn\_db.c, (null)  
        Pack\_ActivateRequestVariant in drn\_db.c, (null)  
        Pack\_IndirectFireDetonation in drn\_db.c, (null)  
        Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
        Pack\_TeleportVariant in drn\_db.c, (null)  
        Pack\_ImpactVariant in drn\_db.c, (null)  
        Pack\_LaserRangeVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerTime(self, pPacketPtr)  
    calledBy:  
        Pack\_LoggerClockTickVariant in drn\_db.c, (null)  
        Pack\_LoggerStartRTC in drn\_db.c, (null)  
        Pack\_LoggerStatusReplyVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_EquipStatusVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_ManagementPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleComponent(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_CharacterSetType(self, pPacketPtr)

calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_RepairType(self, pPacketPtr)  
calledBy:  
Pack\_RepairRequestVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ExerciseID(self, pPacketPtr)  
calledBy:  
Pack\_TerrainPDU in drn\_db.c, (null)  
Pack\_StealthVisibilityVariant in drn\_db.c, (null)  
Pack\_DataCollectionPDU in drn\_db.c, (null)  
Pack\_SimulationPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ElectronicSubsystems(self, pPacketPtr)  
calledBy:  
Pack\_AirVehicleSubsystems in drn\_db.c, (null)  
Pack\_GroundVehicleSubsystems in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ChassisSubsystems(self, pPacketPtr)  
calledBy:  
Pack\_GroundVehicleSubsystems in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerInformationVariant(self, pPacketPtr)  
calledBy:  
Pack\_LoggerPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SIMNET\_Sim\_Status(self, pPacketPtr)  
calledBy:  
Pack\_EquipStatusVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ResupplyCancelVariant(self, pPacketPtr)  
calledBy:  
Pack\_SimulationPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SiteID(self, pPacketPtr)  
calledBy:  
Pack\_SimulationAddress in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_EffectType(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StealthPDUKind(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleSubsystems(self, pPacketPtr)  
calledBy:  
Pack\_StatusChangeVariant in drn\_db.c, (null)  
Pack\_VehicleStatus in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MarkerVariantNumber(self, pPacketPtr)  
calledBy:  
Pack\_MarkerVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_AirVehicleSubsystems(self, pPacketPtr)

calledBy:  
    Pack\_VehicleSubsystems in drn\_db.c, (null)  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_IndirectFireVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VelocityVector(self, pPacketPtr)  
    calledBy:  
        Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
        Pack\_FireVariant in drn\_db.c, (null)  
        Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_IndirectFireDetonation(self, pPacketPtr)  
    calledBy:  
        Pack\_IndirectFireVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_GenericVehicleStatus(self, pPacketPtr)  
    calledBy:  
        Pack\_VehicleSpecificStatus in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_vehiclesDynamics(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MulticastGroupID(self, pPacketPtr)  
    calledBy:  
        Pack\_PointToPointPDU in drn\_db.c, (null)  
        Pack\_AssociationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StealthAppearanceVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_StealthPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerOperation(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MunitionQuantity(self, pPacketPtr)  
    calledBy:  
        Pack\_ResupplyVariant in drn\_db.c, (null)  
        Pack\_GenericVehicleStatus in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TeleportVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_StealthPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerRTCType(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_AssociationDataUnit(self, pPacketPtr)  
    calledBy:  
        Pack\_PointToPointPDU in drn\_db.c, (null)  
        Pack\_AssociationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_AssociationPDUKind(self, pPacketPtr)

calledBy:  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SpecificStatusCategory(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ImpactVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_FireType(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_CollisionVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleClass(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TransactionIdentifier(self, pPacketPtr)  
    calledBy:  
        Pack\_AssociationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_MarkerVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SIMNET\_M2\_Status(self, pPacketPtr)  
    calledBy:  
        Pack\_VehicleSpecificStatus in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TargetType(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_AssociationPDU(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ActivateResult(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SimulationPDUKind(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SimulationPDU(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_TerrainProtocolVersion(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SignalFrequency(self, pPacketPtr)  
    calledBy:  
        Pack\_RadiateVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_Time(self, pPacketPtr)



calledBy:  
    Pack\_MinefieldVariant in drn\_db.c, (null)  
    Pack\_ExerciseStatusVariant in drn\_db.c, (null)  
    Pack\_ActivateRequestVariant in drn\_db.c, (null)  
    Pack\_SimulationStatusVariant in drn\_db.c, (null)  
    DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ComponentStatus(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_GroundVehicleSubsystems(self, pPacketPtr)  
    calledBy:  
        Pack\_VehicleSubsystems in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_WeaponSubsystems(self, pPacketPtr)  
    calledBy:  
        Pack\_AirVehicleSubsystems in drn\_db.c, (null)  
        Pack\_GroundVehicleSubsystems in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerStartRTC(self, pPacketPtr)  
    calledBy:  
        Pack\_LoggerCommandVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_OrganizationType(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_EventFlagVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StatusQueryVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_AirframeSubsystems(self, pPacketPtr)  
    calledBy:  
        Pack\_AirVehicleSubsystems in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_Angle(self, pPacketPtr)  
    calledBy:  
        Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
        Pack\_MarkerDescriptor in drn\_db.c, (null)  
        Pack\_ActivateRequestVariant in drn\_db.c, (null)  
        Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
        Pack\_TeleportVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_BurstDescriptor(self, pPacketPtr)  
    calledBy:  
        Pack\_FireVariant in drn\_db.c, (null)  
        Pack\_IndirectFireVariant in drn\_db.c, (null)  
        Pack\_ImpactVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SubsystemsCategory(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_SimulationStatusVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_RadarDutyCycle(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_LoggerStatusReplyVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_LoggerPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_LoggerActivity(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_ManagementProtocolVersion(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_AssociationProtocolVersion(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_LaserRangeVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_SIMNET\_MCC\_Status(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_DamageCause(self, pPacketPtr)  
    calledBy:  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_VehicleStatusVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_OrganizationalUnit(self, pPacketPtr)  
    calledBy:  
        Pack\_ActivateRequestVariant in drn\_db.c, (null)  
        Pack\_StatusQueryVariant in drn\_db.c, (null)  
        Pack\_SimulationStatusVariant in drn\_db.c, (null)  
        Pack\_VehicleStatusVariant in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_AttachedVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_StealthPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_StealthErrorVariant(self, pPacketPtr)  
    calledBy:  
        Pack\_StealthPDU in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)

FUNCTION: Pack\_EventID(self, pPacketPtr)  
    calledBy:  
        Pack\_RepairRequestVariant in drn\_db.c, (null)  
        Pack\_ElevationRequestVariant in drn\_db.c, (null)  
        Pack\_StatusChangeVariant in drn\_db.c, (null)

Pack\_FireVariant in drn\_db.c, (null)  
Pack\_IndirectFireDetonation in drn\_db.c, (null)  
Pack\_ImpactVariant in drn\_db.c, (null)  
Pack\_CollisionVariant in drn\_db.c, (null)  
Pack\_ElevationResponseVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_StatusChangeEffect(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_DataCollectionPDUKind(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_VehicleGuises(self, pPacketPtr)  
calledBy:  
Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Pack\_ActivateRequestVariant in drn\_db.c, (null)  
Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
Pack\_MarkerVariant in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_RepairCause(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_Boolean(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_LoggerState(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_SimulationProtocolVersion(self, pPacketPtr)  
calledBy:  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_DeactivateRequestVariant(self, pPacketPtr)  
calledBy:  
Pack\_SimulationPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Pack\_ElevationResponseVariant(self, pPacketPtr)  
calledBy:  
Pack\_TerrainPDU in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleCapabilities(self, uPacketPtr)  
calledBy:  
Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ObjectID(self, uPacketPtr)  
calledBy:  
Unpack\_MinefieldVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_RepairResult(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_RadiateVariant(self, uPacketPtr)  
calledBy:  
Unpack\_SimulationPDU in drn\_db.c, (null)

DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MotiveSubsystems(self, uPacketPtr)  
calledBy:  
    Unpack\_AirVehicleSubsystems in drn\_db.c, (null)  
    Unpack\_GroundVehicleSubsystems in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ForceID(self, uPacketPtr)  
calledBy:  
    Unpack\_MinefieldVariant in drn\_db.c, (null)  
    Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
    Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
    Unpack\_MarkerVariant in drn\_db.c, (null)  
    Unpack\_OrganizationalUnit in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_CockpitSubsystems(self, uPacketPtr)  
calledBy:  
    Unpack\_AirVehicleSubsystems in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_RepairRequestVariant(self, uPacketPtr)  
calledBy:  
    Unpack\_SimulationPDU in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_PowerSubsystems(self, uPacketPtr)  
calledBy:  
    Unpack\_AirVehicleSubsystems in drn\_db.c, (null)  
    Unpack\_GroundVehicleSubsystems in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerSpeedRTC(self, uPacketPtr)  
calledBy:  
    Unpack\_LoggerCommandVariant in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_PointToPointProtocolVersion(self, uPacketPtr)  
calledBy:  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_FireResult(self, uPacketPtr)  
calledBy:  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MetamorphoseVariant(self, uPacketPtr)  
calledBy:  
    Unpack\_StealthPDU in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SimulationAddress(self, uPacketPtr)  
calledBy:  
    Unpack\_ObjectID in drn\_db.c, (null)  
    Unpack\_VehicleID in drn\_db.c, (null)  
    Unpack\_LoggerPDU in drn\_db.c, (null)  
    Unpack\_PointToPointPDU in drn\_db.c, (null)  
    Unpack\_MarkerVariant in drn\_db.c, (null)  
    Unpack\_AssociationPDU in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ElevationRequestVariant(self, uPacketPtr)  
calledBy:  
    Unpack\_TerrainPDU in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_VehicleID(self, uPacketPtr)  
calledBy:  
Unpack\_RadiateVariant in drn\_db.c, (null)  
Unpack\_RepairRequestVariant in drn\_db.c, (null)  
Unpack\_ElevationRequestVariant in drn\_db.c, (null)  
Unpack\_StatusChangeVariant in drn\_db.c, (null)  
Unpack\_ActivateResponseVariant in drn\_db.c, (null)  
Unpack\_AttachVariant in drn\_db.c, (null)  
Unpack\_DeactivateResponseVariant in drn\_db.c, (null)  
Unpack\_TargetDescriptor in drn\_db.c, (null)  
Unpack\_MimicVariant in drn\_db.c, (null)  
Unpack\_RepairResponseVariant in drn\_db.c, (null)  
Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Unpack\_ResupplyVariant in drn\_db.c, (null)  
Unpack\_FireVariant in drn\_db.c, (null)  
Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
Unpack\_ResupplyCancelVariant in drn\_db.c, (null)  
Unpack\_IndirectFireDetonation in drn\_db.c, (null)  
Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
Unpack\_ImpactVariant in drn\_db.c, (null)  
Unpack\_CollisionVariant in drn\_db.c, (null)  
Unpack\_EventFlagVariant in drn\_db.c, (null)  
Unpack\_StatusQueryVariant in drn\_db.c, (null)  
Unpack\_LaserRangeVariant in drn\_db.c, (null)  
Unpack\_VehicleStatusVariant in drn\_db.c, (null)  
Unpack\_AttachedVariant in drn\_db.c, (null)  
Unpack\_DeactivateRequestVariant in drn\_db.c, (null)  
Unpack\_ElevationResponseVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_TerrainPDU(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_AssociationUserProtocol(self, uPacketPtr)  
calledBy:  
Unpack\_PointToPointPDU in drn\_db.c, (null)  
Unpack\_AssociationPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StatusChangeVariant(self, uPacketPtr)  
calledBy:  
Unpack\_DataCollectionPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MinefieldVariant(self, uPacketPtr)  
calledBy:  
Unpack\_DataCollectionPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StatusResult(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ActivateResponseVariant(self, uPacketPtr)  
calledBy:  
Unpack\_SimulationPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_XYCoordinates(self, uPacketPtr)  
calledBy:

Unpack\_MinefieldVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_DeactivateReason(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerSeekRTC(self, uPacketPtr)  
calledBy:  
Unpack\_LoggerCommandVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_DataCollectionProtocolVersion(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ReturnSwitch(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_AttachVariant(self, uPacketPtr)  
calledBy:  
Unpack\_StealthPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LaserRangeResult(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleMarking(self, uPacketPtr)  
calledBy:  
Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerProtocolVersion(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleStatus(self, uPacketPtr)  
calledBy:  
Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
Unpack\_VehicleStatusVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SimulatorType(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_BattleScheme(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_TurretSubsystems(self, uPacketPtr)  
calledBy:  
Unpack\_GroundVehicleSubsystems in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StealthPDU(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerPDU(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_DeactivateResponseVariant(self, uPacketPtr)  
calledBy:

Unpack\_SimulationPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ExerciseStatusVariant(self, uPacketPtr)  
calledBy:  
Unpack\_DataCollectionPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_UnitIdentifier(self, uPacketPtr)  
calledBy:  
Unpack\_OrganizationalUnit in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StealthProtocolVersion(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_RadarMode(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StealthVisibilityVariant(self, uPacketPtr)  
calledBy:  
Unpack\_StealthPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_DataCollectionPDU(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_UnitRelation(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_UnitType(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_TargetDescriptor(self, uPacketPtr)  
calledBy:  
Unpack\_FireVariant in drn\_db.c, (null)  
Unpack\_LaserRangeVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MimicVariant(self, uPacketPtr)  
calledBy:  
Unpack\_StealthPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ManagementPDU(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StatusResponseVariant(self, uPacketPtr)  
calledBy:  
Unpack\_DataCollectionPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerCommandVariant(self, uPacketPtr)  
calledBy:  
Unpack\_LoggerPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleSpecificStatus(self, uPacketPtr)  
calledBy:  
Unpack\_VehicleStatus in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_TerrainPDUKind(self, uPacketPtr)

calledBy:  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_RepairResponseVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SIMNET\_M1\_Status(self, uPacketPtr)  
    calledBy:  
        Unpack\_VehicleSpecificStatus in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleAppearanceVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleCoordinates(self, uPacketPtr)  
    calledBy:  
        Unpack\_ImpactVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ErrorReportVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_ManagementPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerPDUKind(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_TerrainDatabaseID(self, uPacketPtr)  
    calledBy:  
        Unpack\_ExerciseStatusVariant in drn\_db.c, (null)  
        Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
        Unpack\_SimulationStatusVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SignalPower(self, uPacketPtr)  
    calledBy:  
        Unpack\_RadiateVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ResupplyVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ObjectType(self, uPacketPtr)  
    calledBy:  
        Unpack\_VehicleStatus in drn\_db.c, (null)  
        Unpack\_ResupplyVariant in drn\_db.c, (null)  
        Unpack\_FireVariant in drn\_db.c, (null)  
        Unpack\_ShowEffectVariant in drn\_db.c, (null)  
        Unpack\_MineDescriptor in drn\_db.c, (null)  
        Unpack\_MunitionQuantity in drn\_db.c, (null)  
        Unpack\_BurstDescriptor in drn\_db.c, (null)  
        Unpack\_VehicleGuises in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MarkerDescriptor(self, uPacketPtr)  
    calledBy:  
        Unpack\_MarkerVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)



FUNCTION: Unpack\_FireVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_PointToPointPDU(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ShowEffectVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_ManagementPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerMedium(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ManagementPDUKind(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MineDescriptor(self, uPacketPtr)  
    calledBy:  
        Unpack\_MinefieldVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerClockTickVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_LoggerPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ActivateRequestVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ActivateReason(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerAvailReplyVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_LoggerPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_DeactivateResult(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ErrorReportSeverity(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_WorldCoordinates(self, uPacketPtr)  
    calledBy:  
        Unpack\_RadiateVariant in drn\_db.c, (null)  
        Unpack\_ElevationRequestVariant in drn\_db.c, (null)  
        Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
        Unpack\_MarkerDescriptor in drn\_db.c, (null)  
        Unpack\_FireVariant in drn\_db.c, (null)  
        Unpack\_ShowEffectVariant in drn\_db.c, (null)  
        Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
        Unpack\_IndirectFireDetonation in drn\_db.c, (null)  
        Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
        Unpack\_TeleportVariant in drn\_db.c, (null)

Unpack\_ImpactVariant in drn\_db.c, (null)  
Unpack\_LaserRangeVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerTime(self, uPacketPtr)  
calledBy:  
Unpack\_LoggerClockTickVariant in drn\_db.c, (null)  
Unpack\_LoggerStartRTC in drn\_db.c, (null)  
Unpack\_LoggerStatusReplyVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_EquipStatusVariant(self, uPacketPtr)  
calledBy:  
Unpack\_ManagementPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleComponent(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_CharacterSetType(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_RepairType(self, uPacketPtr)  
calledBy:  
Unpack\_RepairRequestVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ExerciseID(self, uPacketPtr)  
calledBy:  
Unpack\_TerrainPDU in drn\_db.c, (null)  
Unpack\_StealthVisibilityVariant in drn\_db.c, (null)  
Unpack\_DataCollectionPDU in drn\_db.c, (null)  
Unpack\_SimulationPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ElectronicSubsystems(self, uPacketPtr)  
calledBy:  
Unpack\_AirVehicleSubsystems in drn\_db.c, (null)  
Unpack\_GroundVehicleSubsystems in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ChassisSubsystems(self, uPacketPtr)  
calledBy:  
Unpack\_GroundVehicleSubsystems in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerInformationVariant(self, uPacketPtr)  
calledBy:  
Unpack\_LoggerPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SIMNET\_Sim\_Status(self, uPacketPtr)  
calledBy:  
Unpack\_EquipStatusVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ResupplyCancelVariant(self, uPacketPtr)  
calledBy:  
Unpack\_SimulationPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SiteID(self, uPacketPtr)  
calledBy:  
Unpack\_SimulationAddress in drn\_db.c, (null)

DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_EffectType(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StealthPDUKind(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleSubsystems(self, uPacketPtr)  
calledBy:  
Unpack\_StatusChangeVariant in drn\_db.c, (null)  
Unpack\_VehicleStatus in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MarkerVariantNumber(self, uPacketPtr)  
calledBy:  
Unpack\_MarkerVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_AirVehicleSubsystems(self, uPacketPtr)  
calledBy:  
Unpack\_VehicleSubsystems in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_IndirectFireVariant(self, uPacketPtr)  
calledBy:  
Unpack\_SimulationPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VelocityVector(self, uPacketPtr)  
calledBy:  
Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Unpack\_FireVariant in drn\_db.c, (null)  
Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_IndirectFireDetonation(self, uPacketPtr)  
calledBy:  
Unpack\_IndirectFireVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_GenericVehicleStatus(self, uPacketPtr)  
calledBy:  
Unpack\_VehicleSpecificStatus in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_vehiclesDynamics(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MulticastGroupID(self, uPacketPtr)  
calledBy:  
Unpack\_PointToPointPDU in drn\_db.c, (null)  
Unpack\_AssociationPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StealthAppearanceVariant(self, uPacketPtr)  
calledBy:  
Unpack\_StealthPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerOperation(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MunitionQuantity(self, uPacketPtr)

calledBy:  
    Unpack\_ResupplyVariant in drn\_db.c, (null)  
    Unpack\_GenericVehicleStatus in drn\_db.c, (null)  
    DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_TeleportVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_StealthPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerRTCType(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_AssociationDataUnit(self, uPacketPtr)  
    calledBy:  
        Unpack\_PointToPointPDU in drn\_db.c, (null)  
        Unpack\_AssociationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_AssociationPDUKind(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SpecificStatusCategory(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ImpactVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_FireType(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_CollisionVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleClass(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_TransactionIdentifier(self, uPacketPtr)  
    calledBy:  
        Unpack\_AssociationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_MarkerVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_SimulationPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SIMNET\_M2\_Status(self, uPacketPtr)  
    calledBy:  
        Unpack\_VehicleSpecificStatus in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_TargetType(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_AssociationPDU(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_ActivateResult(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_SimulationPDUKind(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_SimulationPDU(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_TerrainProtocolVersion(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_SignalFrequency(self, uPacketPtr)  
    calledBy:  
        Unpack\_RadiateVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_Time(self, uPacketPtr)  
    calledBy:  
        Unpack\_MinefieldVariant in drn\_db.c, (null)  
        Unpack\_ExerciseStatusVariant in drn\_db.c, (null)  
        Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
        Unpack\_SimulationStatusVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_ComponentStatus(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_GroundVehicleSubsystems(self, uPacketPtr)  
    calledBy:  
        Unpack\_VehicleSubsystems in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_WeaponSubsystems(self, uPacketPtr)  
    calledBy:  
        Unpack\_AirVehicleSubsystems in drn\_db.c, (null)  
        Unpack\_GroundVehicleSubsystems in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_LoggerStartRTC(self, uPacketPtr)  
    calledBy:  
        Unpack\_LoggerCommandVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_OrganizationType(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_EventFlagVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_StatusQueryVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_AirframeSubsystems(self, uPacketPtr)  
    calledBy:  
        Unpack\_AirVehicleSubsystems in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)

FUNCTION: Unpack\_Angle(self, uPacketPtr)  
    calledBy:  
        Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
        Unpack\_MarkerDescriptor in drn\_db.c, (null)  
        Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
        Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
        Unpack\_TeleportVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_BurstDescriptor(self, uPacketPtr)  
    calledBy:  
        Unpack\_FireVariant in drn\_db.c, (null)  
        Unpack\_IndirectFireVariant in drn\_db.c, (null)  
        Unpack\_ImpactVariant in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SubsystemsCategory(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SimulationStatusVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_RadarDutyCycle(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerStatusReplyVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_LoggerPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerActivity(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ManagementProtocolVersion(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_AssociationProtocolVersion(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LaserRangeVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SIMNET\_MCC\_Status(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_DamageCause(self, uPacketPtr)  
    calledBy:  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleStatusVariant(self, uPacketPtr)  
    calledBy:  
        Unpack\_DataCollectionPDU in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_OrganizationalUnit(self, uPacketPtr)  
    calledBy:  
        Unpack\_ActivateRequestVariant in drn\_db.c, (null)

Unpack\_StatusQueryVariant in drn\_db.c, (null)  
Unpack\_SimulationStatusVariant in drn\_db.c, (null)  
Unpack\_VehicleStatusVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_AttachedVariant(self, uPacketPtr)  
calledBy:  
Unpack\_StealthPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StealthErrorVariant(self, uPacketPtr)  
calledBy:  
Unpack\_StealthPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_EventID(self, uPacketPtr)  
calledBy:  
Unpack\_RepairRequestVariant in drn\_db.c, (null)  
Unpack\_ElevationRequestVariant in drn\_db.c, (null)  
Unpack\_StatusChangeVariant in drn\_db.c, (null)  
Unpack\_FireVariant in drn\_db.c, (null)  
Unpack\_IndirectFireDetonation in drn\_db.c, (null)  
Unpack\_ImpactVariant in drn\_db.c, (null)  
Unpack\_CollisionVariant in drn\_db.c, (null)  
Unpack\_ElevationResponseVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_StatusChangeEffect(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_DataCollectionPDUKind(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_VehicleGuises(self, uPacketPtr)  
calledBy:  
Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
Unpack\_MarkerVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_RepairCause(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_Boolean(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_LoggerState(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_SimulationProtocolVersion(self, uPacketPtr)  
calledBy:  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_DeactivateRequestVariant(self, uPacketPtr)  
calledBy:  
Unpack\_SimulationPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: Unpack\_ElevationResponseVariant(self, uPacketPtr)  
calledBy:

Unpack\_TerrainPDU in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
FUNCTION: DRN\_UnpackPacket(self, typeID, uPacketPtr)  
calledBy:  
    DRN\_PrintAssociationPDU in assoc.c, (null)  
    DRN\_ReadPacked in drn\_comp.c, (null)  
    \_DRN\_VerifyPacked in drn\_db.c, (null)  
    DRN\_DecodePacked in drn\_db.c, (null)  
    DRN\_PrintPacked in drn\_print.c, (null)  
    DRN\_VerifyPacked in drn\_ver.c, (null)  
FUNCTION: DRN\_PackPacket(self, typeID, pPacketPtr)  
calledBy:  
    \_print\_AssociationPDU in assoc.c, (null)  
FUNCTION: DRN\_TypeToString(typeID)  
calledBy:  
    DRN\_ListSpecialExceptions in drn\_gen.c, (null)  
FUNCTION: DRN\_StringToType(name)  
FUNCTION: DRN\_ValueToString(typeID, value)  
calledBy:  
    DRN\_GetAssocVariantName in assoc.c, (null)  
    \_print\_AssociationPDU in assoc.c, (null)  
    DRN\_ProcessFieldAsChar in drn\_print.c, (null)  
    \_print\_ErrorReport in mgmt.c, (null)  
FUNCTION: DRN\_StringToValue(typeID, string)  
calledBy:  
    \_DRN\_ReadField in drn\_comp.c, (null)  
FUNCTION: DRN\_DecodeEnum(typeID, routine, user)  
FUNCTION: \_SizeOfVehicleCapabilities(self)  
calledBy:  
    \_SizeOfVehicleAppearanceVariant in drn\_db.c, (null)  
    \_SizeOfStealthAppearanceVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfObjectID(self)  
calledBy:  
    \_SizeOfMinefieldVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfRepairResult(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfRadiateVariant(self)  
calledBy:  
    \_SizeOfSimulationPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMotiveSubsystems(self)  
calledBy:  
    \_SizeOfAirVehicleSubsystems in drn\_db.c, (null)  
    \_SizeOfGroundVehicleSubsystems in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfForceID(self)  
calledBy:  
    \_SizeOfMinefieldVariant in drn\_db.c, (null)  
    \_SizeOfVehicleAppearanceVariant in drn\_db.c, (null)  
    \_SizeOfStealthAppearanceVariant in drn\_db.c, (null)  
    \_SizeOfMarkerVariant in drn\_db.c, (null)



\_SizeOfOrganizationalUnit in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfCockpitSubsystems(self)  
    calledBy:  
        \_SizeOfAirVehicleSubsystems in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfRepairRequestVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfPowerSubsystems(self)  
    calledBy:  
        \_SizeOfAirVehicleSubsystems in drn\_db.c, (null)  
        \_SizeOfGroundVehicleSubsystems in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerSpeedRTC(self)  
    calledBy:  
        \_SizeOfLoggerCommandVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfPointToPointProtocolVersi(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfFireResult(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMetamorphoseVariant(self)  
    calledBy:  
        \_SizeOfStealthPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSimulationAddress(self)  
    calledBy:  
        \_SizeOfObjectID in drn\_db.c, (null)  
        \_SizeOfVehicleID in drn\_db.c, (null)  
        \_SizeOfLoggerPDU in drn\_db.c, (null)  
        \_SizeOfPointToPointPDU in drn\_db.c, (null)  
        \_SizeOfMarkerVariant in drn\_db.c, (null)  
        \_SizeOfAssociationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfElevationRequestVariant(self)  
    calledBy:  
        \_SizeOfTerrainPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfVehicleID(self)  
    calledBy:  
        \_SizeOfRadiateVariant in drn\_db.c, (null)  
        \_SizeOfRepairRequestVariant in drn\_db.c, (null)  
        \_SizeOfElevationRequestVariant in drn\_db.c, (null)  
        \_SizeOfStatusChangeVariant in drn\_db.c, (null)  
        \_SizeOfActivateResponseVariant in drn\_db.c, (null)  
        \_SizeOfAttachVariant in drn\_db.c, (null)  
        \_SizeOfDeactivateResponseVariant in drn\_db.c, (null)  
        \_SizeOfTargetDescriptor in drn\_db.c, (null)  
        \_SizeOfMimicVariant in drn\_db.c, (null)  
        \_SizeOfRepairResponseVariant in drn\_db.c, (null)

\_SizeOfVehicleAppearanceVariant in drn\_db.c, (null)  
    \_SizeOfResupplyVariant in drn\_db.c, (null)  
    \_SizeOfFireVariant in drn\_db.c, (null)  
    \_SizeOfActivateRequestVariant in drn\_db.c, (null)  
    \_SizeOfResupplyCancelVariant in drn\_db.c, (null)  
    \_SizeOfIndirectFireDetonation in drn\_db.c, (null)  
    \_SizeOfStealthAppearanceVariant in drn\_db.c, (null)  
    \_SizeOfImpactVariant in drn\_db.c, (null)  
    \_SizeOfCollisionVariant in drn\_db.c, (null)  
    \_SizeOfEventFlagVariant in drn\_db.c, (null)  
    \_SizeOfStatusQueryVariant in drn\_db.c, (null)  
    \_SizeOfLaserRangeVariant in drn\_db.c, (null)  
    \_SizeOfVehicleStatusVariant in drn\_db.c, (null)  
    \_SizeOfAttachedVariant in drn\_db.c, (null)  
    \_SizeOfDeactivateRequestVariant in drn\_db.c, (null)  
    \_SizeOfElevationResponseVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfTerrainPDU(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfAssociationUserProtocol(self)  
    calledBy:  
        \_SizeOfPointToPointPDU in drn\_db.c, (null)  
        \_SizeOfAssociationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfStatusChangeVariant(self)  
    calledBy:  
        \_SizeOfDataCollectionPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMinefieldVariant(self)  
    calledBy:  
        \_SizeOfDataCollectionPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfStatusResult(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfActivateResponseVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfXYCoordinates(self)  
    calledBy:  
        \_SizeOfMinefieldVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfDeactivateReason(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerSeekRTC(self)  
    calledBy:  
        \_SizeOfLoggerCommandVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfDataCollectionProtocolVer(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfReturnSwitch(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfAttachVariant(self)  
calledBy:  
    \_SizeOfStealthPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfLaserRangeResult(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfVehicleMarking(self)  
calledBy:  
    \_SizeOfVehicleAppearanceVariant in drn\_db.c, (null)  
    \_SizeOfActivateRequestVariant in drn\_db.c, (null)  
    \_SizeOfStealthAppearanceVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfLoggerProtocolVersion(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfVehicleStatus(self)  
calledBy:  
    \_SizeOfActivateRequestVariant in drn\_db.c, (null)  
    \_SizeOfVehicleStatusVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfSimulatorType(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfBattleScheme(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfTurretSubsystems(self)  
calledBy:  
    \_SizeOfGroundVehicleSubsystems in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfStealthPDU(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfLoggerPDU(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfDeactivateResponseVariant(self)  
calledBy:  
    \_SizeOfSimulationPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfExerciseStatusVariant(self)  
calledBy:  
    \_SizeOfDataCollectionPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfUnitIdentifier(self)  
calledBy:  
    \_SizeOfOrganizationalUnit in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfStealthProtocolVersion(self)  
calledBy:

DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfRadarMode(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfStealthVisibilityVariant(self)  
calledBy:  
\_SizeOfStealthPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfDataCollectionPDU(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfUnitRelation(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfUnitType(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfTargetDescriptor(self)  
calledBy:  
\_SizeOfFireVariant in drn\_db.c, (null)  
\_SizeOfLaserRangeVariant in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMimicVariant(self)  
calledBy:  
\_SizeOfStealthPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfManagementPDU(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfStatusResponseVariant(self)  
calledBy:  
\_SizeOfDataCollectionPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerCommandVariant(self)  
calledBy:  
\_SizeOfLoggerPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfVehicleSpecificStatus(self)  
calledBy:  
\_SizeOfVehicleStatus in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfTerrainPDUKind(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfRepairResponseVariant(self)  
calledBy:  
\_SizeOfSimulationPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSIMNET\_M1\_Status(self)  
calledBy:  
\_SizeOfVehicleSpecificStatus in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfVehicleAppearanceVariant(self)  
calledBy:

\_SizeOfSimulationPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfVehicleCoordinates(self)  
    calledBy:  
        \_SizeOfImpactVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfErrorReportVariant(self)  
    calledBy:  
        \_SizeOfManagementPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerPDUKind(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfTerrainDatabaseID(self)  
    calledBy:  
        \_SizeOfExerciseStatusVariant in drn\_db.c, (null)  
        \_SizeOfActivateRequestVariant in drn\_db.c, (null)  
        \_SizeOfSimulationStatusVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSignalPower(self)  
    calledBy:  
        \_SizeOfRadiateVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfResupplyVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfObjectType(self)  
    calledBy:  
        \_SizeOfVehicleStatus in drn\_db.c, (null)  
        \_SizeOfResupplyVariant in drn\_db.c, (null)  
        \_SizeOfFireVariant in drn\_db.c, (null)  
        \_SizeOfShowEffectVariant in drn\_db.c, (null)  
        \_SizeOfMineDescriptor in drn\_db.c, (null)  
        \_SizeOfMunitionQuantity in drn\_db.c, (null)  
        \_SizeOfBurstDescriptor in drn\_db.c, (null)  
        \_SizeOfVehicleGuises in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMarkerDescriptor(self)  
    calledBy:  
        \_SizeOfMarkerVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfFireVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfPointToPointPDU(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfShowEffectVariant(self)  
    calledBy:  
        \_SizeOfManagementPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerMedium(self)

calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfManagementPDUKind(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMineDescriptor(self)  
    calledBy:  
        \_SizeOfMinefieldVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerClockTickVariant(self)  
    calledBy:  
        \_SizeOfLoggerPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfActivateRequestVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfActivateReason(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerAvailReplyVariant(self)  
    calledBy:  
        \_SizeOfLoggerPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfDeactivateResult(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfErrorReportSeverity(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfWorldCoordinates(self)  
    calledBy:  
        \_SizeOfRadiateVariant in drn\_db.c, (null)  
        \_SizeOfElevationRequestVariant in drn\_db.c, (null)  
        \_SizeOfVehicleAppearanceVariant in drn\_db.c, (null)  
        \_SizeOfMarkerDescriptor in drn\_db.c, (null)  
        \_SizeOfFireVariant in drn\_db.c, (null)  
        \_SizeOfShowEffectVariant in drn\_db.c, (null)  
        \_SizeOfActivateRequestVariant in drn\_db.c, (null)  
        \_SizeOfIndirectFireDetonation in drn\_db.c, (null)  
        \_SizeOfStealthAppearanceVariant in drn\_db.c, (null)  
        \_SizeOfTeleportVariant in drn\_db.c, (null)  
        \_SizeOfImpactVariant in drn\_db.c, (null)  
        \_SizeOfLaserRangeVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerTime(self)  
    \_SizeOfLoggerClockTickVariant in drn\_db.c, (null)  
    \_SizeOfLoggerStartRTC in drn\_db.c, (null)  
    \_SizeOfLoggerStatusReplyVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfEquipStatusVariant(self)  
    calledBy:  
        \_SizeOfManagementPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfVehicleComponent(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfCharacterSetType(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfRepairType(self)  
calledBy:  
    \_SizeOfRepairRequestVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfExerciseID(self)  
calledBy:  
    \_SizeOfTerrainPDU in drn\_db.c, (null)  
    \_SizeOfStealthVisibilityVariant in drn\_db.c, (null)  
    \_SizeOfDataCollectionPDU in drn\_db.c, (null)  
    \_SizeOfSimulationPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfElectronicSubsystems(self)  
calledBy:  
    \_SizeOfAirVehicleSubsystems in drn\_db.c, (null)  
    \_SizeOfGroundVehicleSubsystems in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfChassisSubsystems(self)  
calledBy:  
    \_SizeOfGroundVehicleSubsystems in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfLoggerInformationVariant(self)  
calledBy:  
    \_SizeOfLoggerPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfSIMNET\_Sim\_Status(self)  
calledBy:  
    \_SizeOfEquipStatusVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfResupplyCancelVariant(self)  
calledBy:  
    \_SizeOfSimulationPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfSiteID(self)  
calledBy:  
    \_SizeOfSimulationAddress in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfEffectType(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfStealthPDUKind(self)  
calledBy:  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfVehicleSubsystems(self)  
calledBy:  
    \_SizeOfStatusChangeVariant in drn\_db.c, (null)  
    \_SizeOfVehicleStatus in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)

FUNCTION: \_SizeOfMarkerVariantNumber(self)

calledBy:  
    \_SizeOfMarkerVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfAirVehicleSubsystems(self)  
    calledBy:  
        \_SizeOfVehicleSubsystems in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfIndirectFireVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfVelocityVector(self)  
    calledBy:  
        \_SizeOfVehicleAppearanceVariant in drn\_db.c, (null)  
        \_SizeOfFireVariant in drn\_db.c, (null)  
        \_SizeOfStealthAppearanceVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfIndirectFireDetonation(self)  
    calledBy:  
        \_SizeOfIndirectFireVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfGenericVehicleStatus(self)  
    calledBy:  
        \_SizeOfVehicleSpecificStatus in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfvehiclesDynamics(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMulticastGroupID(self)  
    calledBy:  
        \_SizeOfPointToPointPDU in drn\_db.c, (null)  
        \_SizeOfAssociationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfStealthAppearanceVariant(self)  
    calledBy:  
        \_SizeOfStealthPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerOperation(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMunitionQuantity(self)  
    calledBy:  
        \_SizeOfResupplyVariant in drn\_db.c, (null)  
        \_SizeOfGenericVehicleStatus in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfTeleportVariant(self)  
    calledBy:  
        \_SizeOfStealthPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerRTCType(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfAssociationDataUnit(self)  
    calledBy:



\_SizeOfPointToPointPDU in drn\_db.c, (null)  
    \_SizeOfAssociationPDU in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfAssociationPDUKind(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSpecificStatusCategory(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfImpactVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfFireType(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfCollisionVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfVehicleClass(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfTransactionIdentifier(self)  
    calledBy:  
        \_SizeOfAssociationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfMarkerVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSIMNET\_M2\_Status(self)  
    calledBy:  
        \_SizeOfVehicleSpecificStatus in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfTargetType(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfAssociationPDU(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfActivateResult(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSimulationPDUKind(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSimulationPDU(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfTerrainProtocolVersion(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSignalFrequency(self)

calledBy:  
    ~~\_SizeOfRadiateVariant~~ in drn\_db.c, (null)  
    DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfTime~~(self)  
    calledBy:  
        ~~\_SizeOfMinefieldVariant~~ in drn\_db.c, (null)  
        ~~\_SizeOfExerciseStatusVariant~~ in drn\_db.c, (null)  
        ~~\_SizeOfActivateRequestVariant~~ in drn\_db.c, (null)  
        ~~\_SizeOfSimulationStatusVariant~~ in drn\_db.c, (null)  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfComponentStatus~~(self)  
    calledBy:  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfGroundVehicleSubsystems~~(self)  
    calledBy:  
        ~~\_SizeOfVehicleSubsystems~~ in drn\_db.c, (null)  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfWeaponSubsystems~~(self)  
    calledBy:  
        ~~\_SizeOfAirVehicleSubsystems~~ in drn\_db.c, (null)  
        ~~\_SizeOfGroundVehicleSubsystems~~ in drn\_db.c, (null)  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfLoggerStartRTC~~(self)  
    calledBy:  
        ~~\_SizeOfLoggerCommandVariant~~ in drn\_db.c, (null)  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfOrganizationType~~(self)  
    calledBy:  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfEventFlagVariant~~(self)  
    calledBy:  
        ~~\_SizeOfDataCollectionPDU~~ in drn\_db.c, (null)  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfStatusQueryVariant~~(self)  
    calledBy:  
        ~~\_SizeOfDataCollectionPDU~~ in drn\_db.c, (null)  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfAirframeSubsystems~~(self)  
    calledBy:  
        ~~\_SizeOfAirVehicleSubsystems~~ in drn\_db.c, (null)  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfAngle~~(self)  
    calledBy:  
        ~~\_SizeOfVehicleAppearanceVariant~~ in drn\_db.c, (null)  
        ~~\_SizeOfMarkerDescriptor~~ in drn\_db.c, (null)  
        ~~\_SizeOfActivateRequestVariant~~ in drn\_db.c, (null)  
        ~~\_SizeOfStealthAppearanceVariant~~ in drn\_db.c, (null)  
        ~~\_SizeOfTeleportVariant~~ in drn\_db.c, (null)  
        DRN\_~~\_SizeOfPacked~~ in drn\_db.c, (null)  
FUNCTION: ~~\_SizeOfBurstDescriptor~~(self)  
    calledBy:  
        ~~\_SizeOfFireVariant~~ in drn\_db.c, (null)  
        ~~\_SizeOfIndirectFireVariant~~ in drn\_db.c, (null)  
        ~~\_SizeOfImpactVariant~~ in drn\_db.c, (null)

DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSubsystemsCategory(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSimulationStatusVariant(self)  
calledBy:  
\_SizeOfDataCollectionPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfRadarDutyCycle(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerStatusReplyVariant(self)  
calledBy:  
\_SizeOfLoggerPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerActivity(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfManagementProtocolVersion(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfAssociationProtocolVersio(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLaserRangeVariant(self)  
calledBy:  
\_SizeOfDataCollectionPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSIMNET\_MCC\_Status(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfDamageCause(self)  
calledBy:  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfVehicleStatusVariant(self)  
calledBy:  
\_SizeOfDataCollectionPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfOrganizationalUnit(self)  
calledBy:  
\_SizeOfActivateRequestVariant in drn\_db.c, (null)  
\_SizeOfStatusQueryVariant in drn\_db.c, (null)  
\_SizeOfSimulationStatusVariant in drn\_db.c, (null)  
\_SizeOfVehicleStatusVariant in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfAttachedVariant(self)  
calledBy:  
\_SizeOfStealthPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfStealthErrorVariant(self)  
calledBy:  
\_SizeOfStealthPDU in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfEventID(self)

calledBy:  
    \_SizeOfRepairRequestVariant in drn\_db.c, (null)  
    \_SizeOfElevationRequestVariant in drn\_db.c, (null)  
    \_SizeOfStatusChangeVariant in drn\_db.c, (null)  
    \_SizeOfFireVariant in drn\_db.c, (null)  
    \_SizeOfIndirectFireDetonation in drn\_db.c, (null)  
    \_SizeOfImpactVariant in drn\_db.c, (null)  
    \_SizeOfCollisionVariant in drn\_db.c, (null)  
    \_SizeOfElevationResponseVariant in drn\_db.c, (null)  
    DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfStatusChangeEffect(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfDataCollectionPDUKind(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfVehicleGuises(self)  
    calledBy:  
        \_SizeOfVehicleAppearanceVariant in drn\_db.c, (null)  
        \_SizeOfActivateRequestVariant in drn\_db.c, (null)  
        \_SizeOfStealthAppearanceVariant in drn\_db.c, (null)  
        \_SizeOfMarkerVariant in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfRepairCause(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfBoolean(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfLoggerState(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfSimulationProtocolVersion(self)  
    calledBy:  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfDeactivateRequestVariant(self)  
    calledBy:  
        \_SizeOfSimulationPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: \_SizeOfElevationResponseVariant(self)  
    calledBy:  
        \_SizeOfTerrainPDU in drn\_db.c, (null)  
        DRN\_SizeOfPacked in drn\_db.c, (null)  
FUNCTION: DRN\_SizeOfPacked(self, typeID)  
FUNCTION: DRN\_TestSizes()  
FUNCTION: Decode\_VehicleCapabilities(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)  
FUNCTION: Decode\_ObjectID(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)  
FUNCTION: Decode\_RepairResult(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_RadiateVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MotiveSubsystems(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ForceID(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_CockpitSubsystems(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_RepairRequestVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_PowerSubsystems(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerSpeedRTC(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_PointToPointProtocolVersion(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_FireResult(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MetamorphoseVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SimulationAddress(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ElevationRequestVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleID(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TerrainPDU(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AssociationUserProtocol(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StatusChangeVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MinefieldVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StatusResult(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ActivateResponseVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_XYCoordinates(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_DeactivateReason(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerSeekRTC(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_DataCollectionProtocolVersion(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ReturnSwitch(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AttachVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LaserRangeResult(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleMarking(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerProtocolVersion(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleStatus(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SimulatorType(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_BattleScheme(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TurretSubsystems(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StealthPDU(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerPDU(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_DeactivateResponseVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ExerciseStatusVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_UnitIdentifier(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StealthProtocolVersion(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_RadarMode(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StealthVisibilityVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_DataCollectionPDU(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_UnitRelation(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_UnitType(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TargetDescriptor(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MimicVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ManagementPDU(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StatusResponseVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerCommandVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleSpecificStatus(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TerrainPDUKind(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_RepairResponseVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SIMNET\_M1\_Status(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleAppearanceVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleCoordinates(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ErrorReportVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerPDUKind(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TerrainDatabaseID(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SignalPower(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ResupplyVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ObjectType(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MarkerDescriptor(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_FireVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_PointToPointPDU(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ShowEffectVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerMedium(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ManagementPDUKind(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MineDescriptor(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerClockTickVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ActivateRequestVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ActivateReason(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerAvailReplyVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_DeactivateResult(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)



FUNCTION: Decode\_ErrorReportSeverity(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_WorldCoordinates(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerTime(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_EquipStatusVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleComponent(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_CharacterSetType(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_RepairType(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ExerciseID(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ElectronicSubsystems(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ChassisSubsystems(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerInformationVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SIMNET\_Sim\_Status(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ResupplyCancelVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SiteID(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_EffectType(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StealthPDUKind(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleSubsystems(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MarkerVariantNumber(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AirVehicleSubsystems(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_IndirectFireVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VelocityVector(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_IndirectFireDetonation(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_GenericVehicleStatus(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_vehiclesDynamics(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MulticastGroupID(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StealthAppearanceVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerOperation(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MunitionQuantity(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TeleportVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerRTCType(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AssociationDataUnit(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AssociationPDUKind(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SpecificStatusCategory(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ImpactVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_FireType(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_CollisionVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleClass(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TransactionIdentifier(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_MarkerVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SIMNET\_M2\_Status(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TargetType(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AssociationPDU(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ActivateResult(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SimulationPDUKind(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SimulationPDU(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_TerrainProtocolVersion(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SignalFrequency(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_Time(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ComponentStatus(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_GroundVehicleSubsystems(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_WeaponSubsystems(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerStartRTC(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_OrganizationType(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_EventFlagVariant(self, routine, user, path)  
calledBy:  
    DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StatusQueryVariant(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AirframeSubsystems(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_Angle(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_BurstDescriptor(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SubsystemsCategory(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SimulationStatusVariant(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_RadarDutyCycle(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerStatusReplyVariant(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerActivity(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ManagementProtocolVersion(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AssociationProtocolVersion(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LaserRangeVariant(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SIMNET\_MCC\_Status(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_DamageCause(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleStatusVariant(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_OrganizationalUnit(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_AttachedVariant(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StealthErrorVariant(self, routine, user, path)  
calledBy:  
DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_EventID(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_StatusChangeEffect(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_DataCollectionPDUKind(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_VehicleGuises(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_RepairCause(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_Boolean(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_LoggerState(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_SimulationProtocolVersion(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_DeactivateRequestVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: Decode\_ElevationResponseVariant(self, routine, user, path)  
    calledBy:  
        DRN\_DecodeUnpacked in drn\_db.c, (null)

FUNCTION: DRN\_DecodeUnpacked(uPacketPtr, typeID, routine, user)  
    calledBy:  
        DRN\_ReadUnpacked in drn\_comp.c, (null)  
        \_DRN\_ReadField in drn\_comp.c, (null)  
        DRN\_DecodePacked in drn\_db.c, (null)  
        \_DRN\_EmptyField in drn\_gen.c, (null)  
        DRN\_EmptyUnpacked in drn\_gen.c, (null)  
        DRN\_PrintUnpacked in drn\_print.c, (null)  
        DRN\_ProcessFieldAsChar in drn\_print.c, (null)

FUNCTION: DRN\_DecodePacked(pPacketPtr, typeID, routine, user)

FILE: drn\_err.c

FUNCTION: DRN\_ClearError()  
    calledBy:  
        \_DRN\_VerifyUnpacked in drn\_db.c, (null)  
        DRN\_UnpackPacket in drn\_db.c, (null)  
        DRN\_PackPacket in drn\_db.c, (null)  
        DRN\_TypeToString in drn\_db.c, (null)  
        DRN\_StringToType in drn\_db.c, (null)  
        DRN\_DecodeEnum in drn\_db.c, (null)  
        DRN\_DecodeUnpacked in drn\_db.c, (null)  
        DRN\_LastError in drn\_err.c, (null)  
        DRN\_VerifyUnpacked in drn\_ver.c, (null)  
        \_DRN\_VerifyField in drn\_ver.c, (null)

FUNCTION: DRN\_ErrorCodeToString(errCode)

calledBy:  
    DRN\_LastError in drn\_err.c, (null)  
FUNCTION: DRN\_GetErrorCode()  
    calledBy:  
        DRN\_LastError in drn\_err.c, (null)  
FUNCTION: DRN\_GetErrorMessage()  
    calledBy:  
        DRN\_LastError in drn\_err.c, (null)  
FUNCTION: DRN\_LastError()  
    calledBy:  
        DRN\_SetError in drn\_err.c, (null)  
FUNCTION: DRN\_SetError(errCode, msg)  
    calledBy:  
        \_print\_Angle in basic.c, (null)  
        \_DRN\_ReadField in drn\_comp.c, (null)  
        DRN\_ReadIn in drn\_comp.c, (null)  
        VerifyVehicleCapabilities in drn\_db.c, (null)  
        VerifyObjectID in drn\_db.c, (null)  
        VerifyRepairResult in drn\_db.c, (null)  
        VerifyRadiateVariant in drn\_db.c, (null)  
        VerifyMotiveSubsystems in drn\_db.c, (null)  
        VerifyForceID in drn\_db.c, (null)  
        VerifyCockpitSubsystems in drn\_db.c, (null)  
        VerifyRepairRequestVariant in drn\_db.c, (null)  
        VerifyPowerSubsystems in drn\_db.c, (null)  
        VerifyLoggerSpeedRTC in drn\_db.c, (null)  
        VerifyPointToPointProtocolVersio in drn\_db.c, (null)  
        VerifyFireResult in drn\_db.c, (null)  
        VerifyMetamorphoseVariant in drn\_db.c, (null)  
        VerifySimulationAddress in drn\_db.c, (null)  
        VerifyElevationRequestVariant in drn\_db.c, (null)  
        VerifyVehicleID in drn\_db.c, (null)  
        VerifyTerrainPDU in drn\_db.c, (null)  
        VerifyAssociationUserProtocol in drn\_db.c, (null)  
        VerifyStatusChangeVariant in drn\_db.c, (null)  
        VerifyMinefieldVariant in drn\_db.c, (null)  
        VerifyStatusResult in drn\_db.c, (null)  
        VerifyActivateResponseVariant in drn\_db.c, (null)  
        VerifyXYCoordinates in drn\_db.c, (null)  
        VerifyDeactivateReason in drn\_db.c, (null)  
        VerifyLoggerSeekRTC in drn\_db.c, (null)  
        VerifyDataCollectionProtocolVers in drn\_db.c, (null)  
        VerifyReturnSwitch in drn\_db.c, (null)  
        VerifyAttachVariant in drn\_db.c, (null)  
        VerifyLaserRangeResult in drn\_db.c, (null)  
        VerifyVehicleMarking in drn\_db.c, (null)  
        VerifyLoggerProtocolVersion in drn\_db.c, (null)  
        VerifyVehicleStatus in drn\_db.c, (null)  
        VerifySimulatorType in drn\_db.c, (null)  
        VerifyBattleScheme in drn\_db.c, (null)  
        VerifyTurretSubsystems in drn\_db.c, (null)  
        VerifyStealthPDU in drn\_db.c, (null)  
        VerifyLoggerPDU in drn\_db.c, (null)  
        VerifyDeactivateResponseVariant in drn\_db.c, (null)

VerifyExerciseStatusVariant in drn\_db.c, (null)  
VerifyUnitIdentifier in drn\_db.c, (null)  
VerifyStealthProtocolVersion in drn\_db.c, (null)  
VerifyRadarMode in drn\_db.c, (null)  
VerifyStealthVisibilityVariant in drn\_db.c, (null)  
VerifyDataCollectionPDU in drn\_db.c, (null)  
VerifyUnitRelation in drn\_db.c, (null)  
VerifyUnitType in drn\_db.c, (null)  
VerifyTargetDescriptor in drn\_db.c, (null)  
VerifyMimicVariant in drn\_db.c, (null)  
VerifyManagementPDU in drn\_db.c, (null)  
VerifyStatusResponseVariant in drn\_db.c, (null)  
VerifyLoggerCommandVariant in drn\_db.c, (null)  
VerifyVehicleSpecificStatus in drn\_db.c, (null)  
VerifyTerrainPDUKind in drn\_db.c, (null)  
VerifyRepairResponseVariant in drn\_db.c, (null)  
VerifySIMNET\_M1\_Status in drn\_db.c, (null)  
VerifyVehicleAppearanceVariant in drn\_db.c, (null)  
VerifyVehicleCoordinates in drn\_db.c, (null)  
VerifyErrorReportVariant in drn\_db.c, (null)  
VerifyLoggerPDUKind in drn\_db.c, (null)  
VerifyTerrainDatabaseID in drn\_db.c, (null)  
VerifySignalPower in drn\_db.c, (null)  
VerifyResupplyVariant in drn\_db.c, (null)  
VerifyObjectType in drn\_db.c, (null)  
VerifyMarkerDescriptor in drn\_db.c, (null)  
VerifyFireVariant in drn\_db.c, (null)  
VerifyPointToPointPDU in drn\_db.c, (null)  
VerifyShowEffectVariant in drn\_db.c, (null)  
VerifyLoggerMedium in drn\_db.c, (null)  
VerifyManagementPDUKind in drn\_db.c, (null)  
VerifyMineDescriptor in drn\_db.c, (null)  
VerifyLoggerClockTickVariant in drn\_db.c, (null)  
VerifyActivateRequestVariant in drn\_db.c, (null)  
VerifyActivateReason in drn\_db.c, (null)  
VerifyLoggerAvailReplyVariant in drn\_db.c, (null)  
VerifyDeactivateResult in drn\_db.c, (null)  
VerifyErrorReportSeverity in drn\_db.c, (null)  
VerifyWorldCoordinates in drn\_db.c, (null)  
VerifyLoggerTime in drn\_db.c, (null)  
VerifyEquipStatusVariant in drn\_db.c, (null)  
VerifyVehicleComponent in drn\_db.c, (null)  
VerifyCharacterSetType in drn\_db.c, (null)  
VerifyRepairType in drn\_db.c, (null)  
VerifyExerciseID in drn\_db.c, (null)  
VerifyElectronicSubsystems in drn\_db.c, (null)  
VerifyChassisSubsystems in drn\_db.c, (null)  
VerifyLoggerInformationVariant in drn\_db.c, (null)  
VerifySIMNET\_Sim\_Status in drn\_db.c, (null)  
VerifyResupplyCancelVariant in drn\_db.c, (null)  
VerifySiteID in drn\_db.c, (null)  
VerifyEffectType in drn\_db.c, (null)  
VerifyStealthPDUKind in drn\_db.c, (null)  
VerifyVehicleSubsystems in drn\_db.c, (null)

VerifyMarkerVariantNumber in drn\_db.c, (null)  
 VerifyAirVehicleSubsystems in drn\_db.c, (null)  
 VerifyIndirectFireVariant in drn\_db.c, (null)  
 VerifyVelocityVector in drn\_db.c, (null)  
 VerifyIndirectFireDetonation in drn\_db.c, (null)  
 VerifyGenericVehicleStatus in drn\_db.c, (null)  
 VerifyvehiclesDynamics in drn\_db.c, (null)  
 VerifyMulticastGroupID in drn\_db.c, (null)  
 VerifyStealthAppearanceVariant in drn\_db.c, (null)  
 VerifyLoggerOperation in drn\_db.c, (null)  
 VerifyMunitionQuantity in drn\_db.c, (null)  
 VerifyTeleportVariant in drn\_db.c, (null)  
 VerifyLoggerRTCType in drn\_db.c, (null)  
 VerifyAssociationDataUnit in drn\_db.c, (null)  
 VerifyAssociationPDUKind in drn\_db.c, (null)  
 VerifySpecificStatusCategory in drn\_db.c, (null)  
 VerifyImpactVariant in drn\_db.c, (null)  
 VerifyFireType in drn\_db.c, (null)  
 VerifyCollisionVariant in drn\_db.c, (null)  
 VerifyVehicleClass in drn\_db.c, (null)  
 VerifyTransactionIdentifier in drn\_db.c, (null)  
 VerifyMarkerVariant in drn\_db.c, (null)  
 VerifySIMNET\_M2\_Status in drn\_db.c, (null)  
 VerifyTargetType in drn\_db.c, (null)  
 VerifyAssociationPDU in drn\_db.c, (null)  
 VerifyActivateResult in drn\_db.c, (null)  
 VerifySimulationPDUKind in drn\_db.c, (null)  
 VerifySimulationPDU in drn\_db.c, (null)  
 VerifyTerrainProtocolVersion in drn\_db.c, (null)  
 VerifySignalFrequency in drn\_db.c, (null)  
 VerifyTime in drn\_db.c, (null)  
 VerifyComponentStatus in drn\_db.c, (null)  
 VerifyGroundVehicleSubsystems in drn\_db.c, (null)  
 VerifyWeaponSubsystems in drn\_db.c, (null)  
 VerifyLoggerStartRTC in drn\_db.c, (null)  
 VerifyOrganizationType in drn\_db.c, (null)  
 VerifyEventFlagVariant in drn\_db.c, (null)  
 VerifyStatusQueryVariant in drn\_db.c, (null)  
 VerifyAirframeSubsystems in drn\_db.c, (null)  
 VerifyAngle in drn\_db.c, (null)  
 VerifyBurstDescriptor in drn\_db.c, (null)  
 VerifySubsystemsCategory in drn\_db.c, (null)  
 VerifySimulationStatusVariant in drn\_db.c, (null)  
 VerifyRadarDutyCycle in drn\_db.c, (null)  
 VerifyLoggerStatusReplyVariant in drn\_db.c, (null)  
 VerifyLoggerActivity in drn\_db.c, (null)  
 VerifyManagementProtocolVersion in drn\_db.c, (null)  
 VerifyAssociationProtocolVersion in drn\_db.c, (null)  
 VerifyLaserRangeVariant in drn\_db.c, (null)  
 VerifySIMNET\_MCC\_Status in drn\_db.c, (null)  
 VerifyDamageCause in drn\_db.c, (null)  
 VerifyVehicleStatusVariant in drn\_db.c, (null)  
 VerifyOrganizationalUnit in drn\_db.c, (null)  
 VerifyAttachedVariant in drn\_db.c, (null)



VerifyStealthErrorVariant in drn\_db.c, (null)  
VerifyEventID in drn\_db.c, (null)  
VerifyStatusChangeEffect in drn\_db.c, (null)  
VerifyDataCollectionPDUKind in drn\_db.c, (null)  
VerifyVehicleGuises in drn\_db.c, (null)  
VerifyRepairCause in drn\_db.c, (null)  
VerifyBoolean in drn\_db.c, (null)  
VerifyLoggerState in drn\_db.c, (null)  
VerifySimulationProtocolVersion in drn\_db.c, (null)  
VerifyDeactivateRequestVariant in drn\_db.c, (null)  
VerifyElevationResponseVariant in drn\_db.c, (null)  
\_DRN\_VerifyUnpacked in drn\_db.c, (null)  
Pack\_VehicleCapabilities in drn\_db.c, (null)  
Pack\_ObjectID in drn\_db.c, (null)  
Pack\_RepairResult in drn\_db.c, (null)  
Pack\_RadiateVariant in drn\_db.c, (null)  
Pack\_MotiveSubsystems in drn\_db.c, (null)  
Pack\_ForceID in drn\_db.c, (null)  
Pack\_CockpitSubsystems in drn\_db.c, (null)  
Pack\_RepairRequestVariant in drn\_db.c, (null)  
Pack\_PowerSubsystems in drn\_db.c, (null)  
Pack\_LoggerSpeedRTC in drn\_db.c, (null)  
Pack\_PointToPointProtocolVersion in drn\_db.c, (null)  
Pack\_FireResult in drn\_db.c, (null)  
Pack\_MetamorphoseVariant in drn\_db.c, (null)  
Pack\_SimulationAddress in drn\_db.c, (null)  
Pack\_ElevationRequestVariant in drn\_db.c, (null)  
Pack\_VehicleID in drn\_db.c, (null)  
Pack\_TerrainPDU in drn\_db.c, (null)  
Pack\_AssociationUserProtocol in drn\_db.c, (null)  
Pack\_StatusChangeVariant in drn\_db.c, (null)  
Pack\_MinefieldVariant in drn\_db.c, (null)  
Pack\_StatusResult in drn\_db.c, (null)  
Pack\_ActivateResponseVariant in drn\_db.c, (null)  
Pack\_DeactivateReason in drn\_db.c, (null)  
Pack\_LoggerSeekRTC in drn\_db.c, (null)  
Pack\_DataCollectionProtocolVersion in drn\_db.c, (null)  
Pack\_ReturnSwitch in drn\_db.c, (null)  
Pack\_AttachVariant in drn\_db.c, (null)  
Pack\_LaserRangeResult in drn\_db.c, (null)  
Pack\_VehicleMarking in drn\_db.c, (null)  
Pack\_LoggerProtocolVersion in drn\_db.c, (null)  
Pack\_VehicleStatus in drn\_db.c, (null)  
Pack\_SimulatorType in drn\_db.c, (null)  
Pack\_BattleScheme in drn\_db.c, (null)  
Pack\_TurretSubsystems in drn\_db.c, (null)  
Pack\_StealthPDU in drn\_db.c, (null)  
Pack\_LoggerPDU in drn\_db.c, (null)  
Pack\_DeactivateResponseVariant in drn\_db.c, (null)  
Pack\_ExerciseStatusVariant in drn\_db.c, (null)  
Pack\_UnitIdentifier in drn\_db.c, (null)  
Pack\_StealthProtocolVersion in drn\_db.c, (null)  
Pack\_RadarMode in drn\_db.c, (null)  
Pack\_StealthVisibilityVariant in drn\_db.c, (null)

Pack\_DataCollectionPDU in drn\_db.c, (null)  
Pack\_UnitRelation in drn\_db.c, (null)  
Pack\_UnitType in drn\_db.c, (null)  
Pack\_TargetDescriptor in drn\_db.c, (null)  
Pack\_MimicVariant in drn\_db.c, (null)  
Pack\_ManagementPDU in drn\_db.c, (null)  
Pack\_StatusResponseVariant in drn\_db.c, (null)  
Pack\_LoggerCommandVariant in drn\_db.c, (null)  
Pack\_VehicleSpecificStatus in drn\_db.c, (null)  
Pack\_TerrainPDUKind in drn\_db.c, (null)  
Pack\_RepairResponseVariant in drn\_db.c, (null)  
Pack\_SIMNET\_M1\_Status in drn\_db.c, (null)  
Pack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Pack\_ErrorReportVariant in drn\_db.c, (null)  
Pack\_LoggerPDUKind in drn\_db.c, (null)  
Pack\_TerrainDatabaseID in drn\_db.c, (null)  
Pack\_SignalPower in drn\_db.c, (null)  
Pack\_ResupplyVariant in drn\_db.c, (null)  
Pack\_ObjectType in drn\_db.c, (null)  
Pack\_MarkerDescriptor in drn\_db.c, (null)  
Pack\_FireVariant in drn\_db.c, (null)  
Pack\_PointToPointPDU in drn\_db.c, (null)  
Pack\_ShowEffectVariant in drn\_db.c, (null)  
Pack\_LoggerMedium in drn\_db.c, (null)  
Pack\_ManagementPDUKind in drn\_db.c, (null)  
Pack\_MineDescriptor in drn\_db.c, (null)  
Pack\_LoggerClockTickVariant in drn\_db.c, (null)  
Pack\_ActivateRequestVariant in drn\_db.c, (null)  
Pack\_ActivateReason in drn\_db.c, (null)  
Pack\_LoggerAvailReplyVariant in drn\_db.c, (null)  
Pack\_DeactivateResult in drn\_db.c, (null)  
Pack\_ErrorReportSeverity in drn\_db.c, (null)  
Pack\_LoggerTime in drn\_db.c, (null)  
Pack\_EquipStatusVariant in drn\_db.c, (null)  
Pack\_VehicleComponent in drn\_db.c, (null)  
Pack\_CharacterSetType in drn\_db.c, (null)  
Pack\_RepairType in drn\_db.c, (null)  
Pack\_ExerciseID in drn\_db.c, (null)  
Pack\_ElectronicSubsystems in drn\_db.c, (null)  
Pack\_ChassisSubsystems in drn\_db.c, (null)  
Pack\_LoggerInformationVariant in drn\_db.c, (null)  
Pack\_SIMNET\_Sim\_Status in drn\_db.c, (null)  
Pack\_ResupplyCancelVariant in drn\_db.c, (null)  
Pack\_SiteID in drn\_db.c, (null)  
Pack\_EffectType in drn\_db.c, (null)  
Pack\_StealthPDUKind in drn\_db.c, (null)  
Pack\_VehicleSubsystems in drn\_db.c, (null)  
Pack\_MarkerVariantNumber in drn\_db.c, (null)  
Pack\_AirVehicleSubsystems in drn\_db.c, (null)  
Pack\_IndirectFireVariant in drn\_db.c, (null)  
Pack\_IndirectFireDetonation in drn\_db.c, (null)  
Pack\_GenericVehicleStatus in drn\_db.c, (null)  
Pack\_vehiclesDynamics in drn\_db.c, (null)  
Pack\_MulticastGroupID in drn\_db.c, (null)

Pack\_StealthAppearanceVariant in drn\_db.c, (null)  
Pack\_LoggerOperation in drn\_db.c, (null)  
Pack\_MunitionQuantity in drn\_db.c, (null)  
Pack\_TeleportVariant in drn\_db.c, (null)  
Pack\_LoggerRTCType in drn\_db.c, (null)  
Pack\_AssociationPDUKind in drn\_db.c, (null)  
Pack\_SpecificStatusCategory in drn\_db.c, (null)  
Pack\_ImpactVariant in drn\_db.c, (null)  
Pack\_FireType in drn\_db.c, (null)  
Pack\_CollisionVariant in drn\_db.c, (null)  
Pack\_VehicleClass in drn\_db.c, (null)  
Pack\_TransactionIdentifier in drn\_db.c, (null)  
Pack\_MarkerVariant in drn\_db.c, (null)  
Pack\_SIMNET\_M2\_Status in drn\_db.c, (null)  
Pack\_TargetType in drn\_db.c, (null)  
Pack\_AssociationPDU in drn\_db.c, (null)  
Pack\_ActivateResult in drn\_db.c, (null)  
Pack\_SimulationPDUKind in drn\_db.c, (null)  
Pack\_SimulationPDU in drn\_db.c, (null)  
Pack\_TerrainProtocolVersion in drn\_db.c, (null)  
Pack\_SignalFrequency in drn\_db.c, (null)  
Pack\_Time in drn\_db.c, (null)  
Pack\_ComponentStatus in drn\_db.c, (null)  
Pack\_GroundVehicleSubsystems in drn\_db.c, (null)  
Pack\_WeaponSubsystems in drn\_db.c, (null)  
Pack\_LoggerStartRTC in drn\_db.c, (null)  
Pack\_OrganizationType in drn\_db.c, (null)  
Pack\_EventFlagVariant in drn\_db.c, (null)  
Pack\_StatusQueryVariant in drn\_db.c, (null)  
Pack\_AirframeSubsystems in drn\_db.c, (null)  
Pack\_Angle in drn\_db.c, (null)  
Pack\_BurstDescriptor in drn\_db.c, (null)  
Pack\_SubsystemsCategory in drn\_db.c, (null)  
Pack\_SimulationStatusVariant in drn\_db.c, (null)  
Pack\_RadarDutyCycle in drn\_db.c, (null)  
Pack\_LoggerStatusReplyVariant in drn\_db.c, (null)  
Pack\_LoggerActivity in drn\_db.c, (null)  
Pack\_ManagementProtocolVersion in drn\_db.c, (null)  
Pack\_AssociationProtocolVersion in drn\_db.c, (null)  
Pack\_LaserRangeVariant in drn\_db.c, (null)  
Pack\_SIMNET\_MCC\_Status in drn\_db.c, (null)  
Pack\_DamageCause in drn\_db.c, (null)  
Pack\_VehicleStatusVariant in drn\_db.c, (null)  
Pack\_OrganizationalUnit in drn\_db.c, (null)  
Pack\_AttachedVariant in drn\_db.c, (null)  
Pack\_StealthErrorVariant in drn\_db.c, (null)  
Pack\_EventID in drn\_db.c, (null)  
Pack\_StatusChangeEffect in drn\_db.c, (null)  
Pack\_DataCollectionPDUKind in drn\_db.c, (null)  
Pack\_VehicleGuises in drn\_db.c, (null)  
Pack\_RepairCause in drn\_db.c, (null)  
Pack\_Boolean in drn\_db.c, (null)  
Pack\_LoggerState in drn\_db.c, (null)  
Pack\_SimulationProtocolVersion in drn\_db.c, (null)

Pack\_DeactivateRequestVariant in drn\_db.c, (null)  
Pack\_ElevationResponseVariant in drn\_db.c, (null)  
Unpack\_VehicleCapabilities in drn\_db.c, (null)  
Unpack\_ObjectID in drn\_db.c, (null)  
Unpack\_RepairResult in drn\_db.c, (null)  
Unpack\_RadiateVariant in drn\_db.c, (null)  
Unpack\_MotiveSubsystems in drn\_db.c, (null)  
Unpack\_ForceID in drn\_db.c, (null)  
Unpack\_CockpitSubsystems in drn\_db.c, (null)  
Unpack\_RepairRequestVariant in drn\_db.c, (null)  
Unpack\_PowerSubsystems in drn\_db.c, (null)  
Unpack\_LoggerSpeedRTC in drn\_db.c, (null)  
Unpack\_PointToPointProtocolVersion in drn\_db.c, (null)  
Unpack\_FireResult in drn\_db.c, (null)  
Unpack\_MetamorphoseVariant in drn\_db.c, (null)  
Unpack\_SimulationAddress in drn\_db.c, (null)  
Unpack\_ElevationRequestVariant in drn\_db.c, (null)  
Unpack\_VehicleID in drn\_db.c, (null)  
Unpack\_TerrainPDU in drn\_db.c, (null)  
Unpack\_AssociationUserProtocol in drn\_db.c, (null)  
Unpack\_StatusChangeVariant in drn\_db.c, (null)  
Unpack\_MinefieldVariant in drn\_db.c, (null)  
Unpack\_StatusResult in drn\_db.c, (null)  
Unpack\_ActivateResponseVariant in drn\_db.c, (null)  
Unpack\_XYCoordinates in drn\_db.c, (null)  
Unpack\_DeactivateReason in drn\_db.c, (null)  
Unpack\_LoggerSeekRTC in drn\_db.c, (null)  
Unpack\_DataCollectionProtocolVersion in drn\_db.c, (null)  
Unpack\_ReturnSwitch in drn\_db.c, (null)  
Unpack\_AttachVariant in drn\_db.c, (null)  
Unpack\_LaserRangeResult in drn\_db.c, (null)  
Unpack\_VehicleMarking in drn\_db.c, (null)  
Unpack\_LoggerProtocolVersion in drn\_db.c, (null)  
Unpack\_VehicleStatus in drn\_db.c, (null)  
Unpack\_SimulatorType in drn\_db.c, (null)  
Unpack\_BattleScheme in drn\_db.c, (null)  
Unpack\_TurretSubsystems in drn\_db.c, (null)  
Unpack\_StealthPDU in drn\_db.c, (null)  
Unpack\_LoggerPDU in drn\_db.c, (null)  
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Unpack\_StealthVisibilityVariant in drn\_db.c, (null)  
Unpack\_DataCollectionPDU in drn\_db.c, (null)  
Unpack\_UnitRelation in drn\_db.c, (null)  
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Unpack\_TargetDescriptor in drn\_db.c, (null)  
Unpack\_MimicVariant in drn\_db.c, (null)  
Unpack\_ManagementPDU in drn\_db.c, (null)  
Unpack\_StatusResponseVariant in drn\_db.c, (null)  
Unpack\_LoggerCommandVariant in drn\_db.c, (null)  
Unpack\_VehicleSpecificStatus in drn\_db.c, (null)

Unpack\_TerrainPDUKind in drn\_db.c, (null)  
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Unpack\_VehicleAppearanceVariant in drn\_db.c, (null)  
Unpack\_VehicleCoordinates in drn\_db.c, (null)  
Unpack\_ErrorReportVariant in drn\_db.c, (null)  
Unpack\_LoggerPDUKind in drn\_db.c, (null)  
Unpack\_TerrainDatabaseID in drn\_db.c, (null)  
Unpack\_SignalPower in drn\_db.c, (null)  
Unpack\_ResupplyVariant in drn\_db.c, (null)  
Unpack\_ObjectType in drn\_db.c, (null)  
Unpack\_MarkerDescriptor in drn\_db.c, (null)  
Unpack\_FireVariant in drn\_db.c, (null)  
Unpack\_PointToPointPDU in drn\_db.c, (null)  
Unpack\_ShowEffectVariant in drn\_db.c, (null)  
Unpack\_LoggerMedium in drn\_db.c, (null)  
Unpack\_ManagementPDUKind in drn\_db.c, (null)  
Unpack\_MineDescriptor in drn\_db.c, (null)  
Unpack\_LoggerClockTickVariant in drn\_db.c, (null)  
Unpack\_ActivateRequestVariant in drn\_db.c, (null)  
Unpack\_ActivateReason in drn\_db.c, (null)  
Unpack\_LoggerAvailReplyVariant in drn\_db.c, (null)  
Unpack\_DeactivateResult in drn\_db.c, (null)  
Unpack\_ErrorReportSeverity in drn\_db.c, (null)  
Unpack\_WorldCoordinates in drn\_db.c, (null)  
Unpack\_LoggerTime in drn\_db.c, (null)  
Unpack\_EquipStatusVariant in drn\_db.c, (null)  
Unpack\_VehicleComponent in drn\_db.c, (null)  
Unpack\_CharacterSetType in drn\_db.c, (null)  
Unpack\_RepairType in drn\_db.c, (null)  
Unpack\_ExerciseID in drn\_db.c, (null)  
Unpack\_ElectronicSubsystems in drn\_db.c, (null)  
Unpack\_ChassisSubsystems in drn\_db.c, (null)  
Unpack\_LoggerInformationVariant in drn\_db.c, (null)  
Unpack\_SIMNET\_Sim\_Status in drn\_db.c, (null)  
Unpack\_ResupplyCancelVariant in drn\_db.c, (null)  
Unpack\_SiteID in drn\_db.c, (null)  
Unpack\_EffectType in drn\_db.c, (null)  
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Unpack\_IndirectFireVariant in drn\_db.c, (null)  
Unpack\_VelocityVector in drn\_db.c, (null)  
Unpack\_IndirectFireDetonation in drn\_db.c, (null)  
Unpack\_GenericVehicleStatus in drn\_db.c, (null)  
Unpack\_vehiclesDynamics in drn\_db.c, (null)  
Unpack\_MulticastGroupID in drn\_db.c, (null)  
Unpack\_StealthAppearanceVariant in drn\_db.c, (null)  
Unpack\_LoggerOperation in drn\_db.c, (null)  
Unpack\_MunitionQuantity in drn\_db.c, (null)  
Unpack\_TeleportVariant in drn\_db.c, (null)  
Unpack\_LoggerRTCType in drn\_db.c, (null)  
Unpack\_AssociationPDUKind in drn\_db.c, (null)

Unpack\_SpecificStatusCategory in drn\_db.c, (null)  
Unpack\_ImpactVariant in drn\_db.c, (null)  
Unpack\_FireType in drn\_db.c, (null)  
Unpack\_CollisionVariant in drn\_db.c, (null)  
Unpack\_VehicleClass in drn\_db.c, (null)  
Unpack\_TransactionIdentifier in drn\_db.c, (null)  
Unpack\_MarkerVariant in drn\_db.c, (null)  
Unpack\_SIMNET\_M2\_Status in drn\_db.c, (null)  
Unpack\_TargetType in drn\_db.c, (null)  
Unpack\_AssociationPDU in drn\_db.c, (null)  
Unpack\_ActivateResult in drn\_db.c, (null)  
Unpack\_SimulationPDUKind in drn\_db.c, (null)  
Unpack\_SimulationPDU in drn\_db.c, (null)  
Unpack\_TerrainProtocolVersion in drn\_db.c, (null)  
Unpack\_SignalFrequency in drn\_db.c, (null)  
Unpack\_Time in drn\_db.c, (null)  
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Unpack\_WeaponSubsystems in drn\_db.c, (null)  
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Unpack\_OrganizationType in drn\_db.c, (null)  
Unpack\_EventFlagVariant in drn\_db.c, (null)  
Unpack\_StatusQueryVariant in drn\_db.c, (null)  
Unpack\_AirframeSubsystems in drn\_db.c, (null)  
Unpack\_Angle in drn\_db.c, (null)  
Unpack\_BurstDescriptor in drn\_db.c, (null)  
Unpack\_SubsystemsCategory in drn\_db.c, (null)  
Unpack\_SimulationStatusVariant in drn\_db.c, (null)  
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Unpack\_LoggerStatusReplyVariant in drn\_db.c, (null)  
Unpack\_LoggerActivity in drn\_db.c, (null)  
Unpack\_ManagementProtocolVersion in drn\_db.c, (null)  
Unpack\_AssociationProtocolVersion in drn\_db.c, (null)  
Unpack\_LaserRangeVariant in drn\_db.c, (null)  
Unpack\_SIMNET\_MCC\_Status in drn\_db.c, (null)  
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Unpack\_AttachedVariant in drn\_db.c, (null)  
Unpack\_StealthErrorVariant in drn\_db.c, (null)  
Unpack\_EntityID in drn\_db.c, (null)  
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Unpack\_LoggerState in drn\_db.c, (null)  
Unpack\_SimulationProtocolVersion in drn\_db.c, (null)  
Unpack\_DeactivateRequestVariant in drn\_db.c, (null)  
Unpack\_ElevationResponseVariant in drn\_db.c, (null)  
DRN\_UnpackPacket in drn\_db.c, (null)  
DRN\_PackPacket in drn\_db.c, (null)  
DRN\_TypeToString in drn\_db.c, (null)  
DRN\_StringToType in drn\_db.c, (null)

DRN\_ValueToString in drn\_db.c, (null)  
DRN\_StringToValue in drn\_db.c, (null)  
DRN\_DecodeEnum in drn\_db.c, (null)  
DRN\_SizeOfPacked in drn\_db.c, (null)  
Decode\_VehicleCapabilities in drn\_db.c, (null)  
Decode\_ObjectID in drn\_db.c, (null)  
Decode\_RepairResult in drn\_db.c, (null)  
Decode\_RadiateVariant in drn\_db.c, (null)  
Decode\_MotiveSubsystems in drn\_db.c, (null)  
Decode\_ForceID in drn\_db.c, (null)  
Decode\_CockpitSubsystems in drn\_db.c, (null)  
Decode\_RepairRequestVariant in drn\_db.c, (null)  
Decode\_PowerSubsystems in drn\_db.c, (null)  
Decode\_LoggerSpeedRTC in drn\_db.c, (null)  
Decode\_PointToPointProtocolVersion in drn\_db.c, (null)  
Decode\_FireResult in drn\_db.c, (null)  
Decode\_MetamorphoseVariant in drn\_db.c, (null)  
Decode\_SimulationAddress in drn\_db.c, (null)  
Decode\_ElevationRequestVariant in drn\_db.c, (null)  
Decode\_VehicleID in drn\_db.c, (null)  
Decode\_TerrainPDU in drn\_db.c, (null)  
Decode\_AssociationUserProtocol in drn\_db.c, (null)  
Decode\_StatusChangeVariant in drn\_db.c, (null)  
Decode\_MinefieldVariant in drn\_db.c, (null)  
Decode\_StatusResult in drn\_db.c, (null)  
Decode\_ActivateResponseVariant in drn\_db.c, (null)  
Decode\_XYCoordinates in drn\_db.c, (null)  
Decode\_DeactivateReason in drn\_db.c, (null)  
Decode\_LoggerSeekRTC in drn\_db.c, (null)  
Decode\_DataCollectionProtocolVersion in drn\_db.c, (null)  
Decode\_ReturnSwitch in drn\_db.c, (null)  
Decode\_AttachVariant in drn\_db.c, (null)  
Decode\_LaserRangeResult in drn\_db.c, (null)  
Decode\_VehicleMarking in drn\_db.c, (null)  
Decode\_LoggerProtocolVersion in drn\_db.c, (null)  
Decode\_VehicleStatus in drn\_db.c, (null)  
Decode\_SimulatorType in drn\_db.c, (null)  
Decode\_BattleScheme in drn\_db.c, (null)  
Decode\_TurretSubsystems in drn\_db.c, (null)  
Decode\_StealthPDU in drn\_db.c, (null)  
Decode\_LoggerPDU in drn\_db.c, (null)  
Decode\_DeactivateResponseVariant in drn\_db.c, (null)  
Decode\_ExerciseStatusVariant in drn\_db.c, (null)  
Decode\_UnitIdentifier in drn\_db.c, (null)  
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Decode\_RadarMode in drn\_db.c, (null)  
Decode\_StealthVisibilityVariant in drn\_db.c, (null)  
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Decode\_StatusResponseVariant in drn\_db.c, (null)

Decode\_LoggerCommandVariant in drn\_db.c, (null)  
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Decode\_RepairResponseVariant in drn\_db.c, (null)  
Decode\_SIMNET\_M1\_Status in drn\_db.c, (null)  
Decode\_VehicleAppearanceVariant in drn\_db.c, (null)  
Decode\_VehicleCoordinates in drn\_db.c, (null)  
Decode\_ErrorReportVariant in drn\_db.c, (null)  
Decode\_LoggerPDUKind in drn\_db.c, (null)  
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Decode\_MineDescriptor in drn\_db.c, (null)  
Decode\_LoggerClockTickVariant in drn\_db.c, (null)  
Decode\_ActivateRequestVariant in drn\_db.c, (null)  
Decode\_ActivateReason in drn\_db.c, (null)  
Decode\_LoggerAvailReplyVariant in drn\_db.c, (null)  
Decode\_DeactivateResult in drn\_db.c, (null)  
Decode\_ErrorReportSeverity in drn\_db.c, (null)  
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Decode\_LoggerTime in drn\_db.c, (null)  
Decode\_EquipStatusVariant in drn\_db.c, (null)  
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Decode\_CharacterSetType in drn\_db.c, (null)  
Decode\_RepairType in drn\_db.c, (null)  
Decode\_ExerciseID in drn\_db.c, (null)  
Decode\_ElectronicSubsystems in drn\_db.c, (null)  
Decode\_ChassisSubsystems in drn\_db.c, (null)  
Decode\_LoggerInformationVariant in drn\_db.c, (null)  
Decode\_SIMNET\_Sim\_Status in drn\_db.c, (null)  
Decode\_ResupplyCancelVariant in drn\_db.c, (null)  
Decode\_SiteID in drn\_db.c, (null)  
Decode\_EffectType in drn\_db.c, (null)  
Decode\_StealthPDUKind in drn\_db.c, (null)  
Decode\_VehicleSubsystems in drn\_db.c, (null)  
Decode\_MarkerVariantNumber in drn\_db.c, (null)  
Decode\_AirVehicleSubsystems in drn\_db.c, (null)  
Decode\_IndirectFireVariant in drn\_db.c, (null)  
Decode\_VelocityVector in drn\_db.c, (null)  
Decode\_IndirectFireDetonation in drn\_db.c, (null)  
Decode\_GenericVehicleStatus in drn\_db.c, (null)  
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Decode\_MulticastGroupID in drn\_db.c, (null)  
Decode\_StealthAppearanceVariant in drn\_db.c, (null)  
Decode\_LoggerOperation in drn\_db.c, (null)  
Decode\_MunitionQuantity in drn\_db.c, (null)  
Decode\_TeleportVariant in drn\_db.c, (null)



Decode\_LoggerRTCType in drn\_db.c, (null)  
Decode\_AssociationDataUnit in drn\_db.c, (null)  
Decode\_AssociationPDUKind in drn\_db.c, (null)  
Decode\_SpecificStatusCategory in drn\_db.c, (null)  
Decode\_ImpactVariant in drn\_db.c, (null)  
Decode\_FireType in drn\_db.c, (null)  
Decode\_CollisionVariant in drn\_db.c, (null)  
Decode\_VehicleClass in drn\_db.c, (null)  
Decode\_TransactionIdentifier in drn\_db.c, (null)  
Decode\_MarkerVariant in drn\_db.c, (null)  
Decode\_SIMNET\_M2\_Status in drn\_db.c, (null)  
Decode\_TargetType in drn\_db.c, (null)  
Decode\_AssociationPDU in drn\_db.c, (null)  
Decode\_ActivateResult in drn\_db.c, (null)  
Decode\_SimulationPDUKind in drn\_db.c, (null)  
Decode\_SimulationPDU in drn\_db.c, (null)  
Decode\_TerrainProtocolVersion in drn\_db.c, (null)  
Decode\_SignalFrequency in drn\_db.c, (null)  
Decode\_Time in drn\_db.c, (null)  
Decode\_ComponentStatus in drn\_db.c, (null)  
Decode\_GroundVehicleSubsystems in drn\_db.c, (null)  
Decode\_WeaponSubsystems in drn\_db.c, (null)  
Decode\_LoggerStartRTC in drn\_db.c, (null)  
Decode\_OrganizationType in drn\_db.c, (null)  
Decode\_EventFlagVariant in drn\_db.c, (null)  
Decode\_StatusQueryVariant in drn\_db.c, (null)  
Decode\_AirframeSubsystems in drn\_db.c, (null)  
Decode\_Angle in drn\_db.c, (null)  
Decode\_BurstDescriptor in drn\_db.c, (null)  
Decode\_SubsystemsCategory in drn\_db.c, (null)  
Decode\_SimulationStatusVariant in drn\_db.c, (null)  
Decode\_RadarDutyCycle in drn\_db.c, (null)  
Decode\_LoggerStatusReplyVariant in drn\_db.c, (null)  
Decode\_LoggerActivity in drn\_db.c, (null)  
Decode\_ManagementProtocolVersion in drn\_db.c, (null)  
Decode\_AssociationProtocolVersion in drn\_db.c, (null)  
Decode\_LaserRangeVariant in drn\_db.c, (null)  
Decode\_SIMNET\_MCC\_Status in drn\_db.c, (null)  
Decode\_DamageCause in drn\_db.c, (null)  
Decode\_VehicleStatusVariant in drn\_db.c, (null)  
Decode\_OrganizationalUnit in drn\_db.c, (null)  
Decode\_AttachedVariant in drn\_db.c, (null)  
Decode\_StealthErrorVariant in drn\_db.c, (null)  
Decode\_EventID in drn\_db.c, (null)  
Decode\_StatusChangeEffect in drn\_db.c, (null)  
Decode\_DataCollectionPDUKind in drn\_db.c, (null)  
Decode\_VehicleGuises in drn\_db.c, (null)  
Decode\_RepairCause in drn\_db.c, (null)  
Decode\_Boolean in drn\_db.c, (null)  
Decode\_LoggerState in drn\_db.c, (null)  
Decode\_SimulationProtocolVersion in drn\_db.c, (null)  
Decode\_DeactivateRequestVariant in drn\_db.c, (null)  
Decode\_ElevationResponseVariant in drn\_db.c, (null)  
DRN\_DecodeUnpacked in drn\_db.c, (null)

\_DRN\_EmptyField in drn\_gen.c, (null)  
    \_DRN\_EmptyUnpacked in drn\_gen.c, (null)  
    \_DRN\_PushSpecialExceptions in drn\_gen.c, (null)  
    \_DRN\_PopSpecialExceptions in drn\_gen.c, (null)  
    \_DRN\_ProcessFieldAsChar in drn\_print.c, (null)  
FILE: drn\_gen.c  
    FUNCTION: DRN\_AddExceptionRoutine(typeID, routine, rtype)  
        calledBy:  
            \_DRN\_InstallSpecialExceptions in gen.c, (null)  
    FUNCTION: DRN\_GetExceptionRoutine(typeID, routine, rtype)  
        calledBy:  
            \_DRN\_ReadField in drn\_comp.c, (null)  
            \_DRN\_PrintUnpacked in drn\_print.c, (null)  
            \_DRN\_ProcessFieldAsChar in drn\_print.c, (null)  
            \_DRN\_VerifyUnpacked in drn\_ver.c, (null)  
            \_DRN\_VerifyField in drn\_ver.c, (null)  
    FUNCTION: DRN\_SetEnv(ded)  
        calledBy:  
            \_DRN\_EditUnpacked in drn\_comp.c, (null)  
            \_DRN\_GetEnv in drn\_gen.c, (null)  
            \_DRN\_ProcessFieldAsChar in drn\_print.c, (null)  
    FUNCTION: DRN\_GetEnv()  
        calledBy:  
            \_print\_AssociationPDU in assoc.c, (null)  
            \_DRN\_ReadField in drn\_comp.c, (null)  
            \_DRN\_ReadIn in drn\_comp.c, (null)  
            \_DRN\_EditUnpacked in drn\_comp.c, (null)  
            \_DRN\_LastError in drn\_err.c, (null)  
            \_DRN\_PrintOut in drn\_print.c, (null)  
            \_DRN\_ProcessFieldAsChar in drn\_print.c, (null)  
    FUNCTION: \_DRN\_EmptyField(fieldPtr, title, typeID, user)  
    FUNCTION: DRN\_EmptyUnpacked(uPacketPtr, typeID)  
    FUNCTION: DRN\_ListSpecialExceptions(rtype)  
    FUNCTION: DRN\_RemoveSpecialExceptions()  
    FUNCTION: DRN\_PushSpecialExceptions()  
        calledBy:  
            \_DRN\_EditUnpacked in drn\_comp.c, (null)  
    FUNCTION: DRN\_PopSpecialExceptions()  
        calledBy:  
            \_DRN\_EditUnpacked in drn\_comp.c, (null)  
FILE: drn\_print.c  
    FUNCTION: DRN\_PrintPacked(pPacketPtr, title, typeID, user)  
        calledBy:  
            \_print\_AssociationPDU in assoc.c, (null)  
            \_DRN\_PrintPDU in gen.c, (null)  
    FUNCTION: DRN\_PrintUnpacked(uPacketPtr, title, typeID, user)  
        calledBy:  
            \_print\_AssociationPDU in assoc.c, (null)  
            \_DRN\_EditUnpacked in drn\_comp.c, (null)  
            \_DRN\_PrintPacked in drn\_print.c, (null)  
            \_DRN\_ProcessFieldAsChar in drn\_print.c, (null)  
    FUNCTION: DRN\_PrintOut(text)  
        calledBy:  
            \_print\_AssociationPDU in assoc.c, (null)

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    _print_AssociationUserProtocol in assoc.c, (null)
    _print_VehicleID in basic.c, (null)
    _print_SimulationAddress in basic.c, (null)
    _print_ObjectType in basic.c, (null)
    _print_VehicleGuises in basic.c, (null)
    _print_WorldCoordinates in basic.c, (null)
    _print_Angle in basic.c, (null)
    _print_VehicleCoordinates in basic.c, (null)
    _print_VelocityVector in basic.c, (null)
    _print_VehicleMarking in basic.c, (null)
    _print_TerrainDatabaseID in basic.c, (null)
    _print_ErrorReport in mgmt.c, (null)
    FUNCTION: DRN_ProcessFieldAsChar(fieldPtr, title, typeID, user)
FILE: drn_ver.c
    FUNCTION: DRN_VerifyUnpacked(uPacketPtr, title, typeID, user)
        calledBy:
            DRN_VerifyPacked in drn_ver.c, (null)
    FUNCTION: DRN_VerifyPacked(pPacketPtr, title, typeID, user)
        calledBy:
            DRN_VerifyAssociationPDU in assoc.c, (null)
    FUNCTION: _DRN_VerifyField(fieldPtr, title, typeID, user)
FILE: foo.c
    FUNCTION: main()
FILE: gen.c
    FUNCTION: DRN_InstallSpecialExceptions()
    FUNCTION: DRN_PrintPDU(packetPtr, protocolNum, title, user)
        calledBy:
            _print_AssociationPDU in assoc.c, (null)
FILE: mgmt.c
    FUNCTION: _print_ErrorReport(packet, title, typeID, user)
FILE: sim.c
    FUNCTION: _verify_ActivateResponseVariant(packet, title, typeID, user)

```

**DIRECTORY: ./gt/libsrc/libevent**

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FILE: event.c
    FUNCTION: event_init_eventid(new_event_cnt)
    FUNCTION: event_get_eventid(skip)
        calledBy:
            collision_detected in collision.c, (null)
            fail_break_system in f_break_sys.c, (null)
            fail_cat_kill in f_cat_kill.c, (null)
            fail_init in f_init.c, (null)
            repair_fix_system in repair.c, (null)
            repair_complete_repair in repair.c, (null)
            repair_all_systems in repair.c, (null)
            missile_util_comm_fire_missile in util_comm.c, (null)
            missile_util_comm_release_sub_munition in util_comm.c, (null)
            weapons_fire_main_gun in m1_weapons.c, (null)
            weapons_fire_round in m2_weapons.c, (null)

```

**DIRECTORY: ./gt/libsrc/libfix**

```

FILE: fixfloat.c
    FUNCTION: fixfloat(dx)

```

FILE: fixlong.c

FUNCTION: fixlong(x)

# **DIRECTORY: ./gt/libsrc/libimage**

FILE: libimage.c

FUNCTION: image\_get\_object\_points(obj, center, num\_points, points)

FUNCTION: image\_transform\_points(sensor\_loc, world\_C\_sensor, x\_tan\_recip, z\_tan\_recip, object\_loc, object\_C\_world, num\_points, point\_list, image)

FUNCTION: image\_find\_extents(image)

FUNCTION: image\_find\_area(image)

FUNCTION: image\_find\_location(object\_loc, point\_loc, object\_C\_world, result)

calledBy:

image\_transform\_location in libimage.c, (null)

FUNCTION: image\_transform\_location(sensor\_loc, world\_C\_sensor, x\_tan\_recip, z\_tan\_recip, object\_loc, object\_C\_world, point\_in\_object, screen\_x, screen\_z, point\_in\_world)

# **DIRECTORY: ./gt/libsrc/libimpacts**

FILE: impacts.c

FUNCTION: impacts\_init()

calledBy:

simulation\_state\_machine in main.c, (null)

FUNCTION: impacts\_tell\_cig\_about\_impacts()

calledBy:

cig\_prepare\_buffer in kato\_cig.c, (null)

cig\_prepare\_buffer in m1\_cig.c, (null)

cig\_prepare\_buffer in m2\_cig.c, (null)

FUNCTION: impacts\_queue\_effect(ammo\_type, imp\_type, loc, delay, r\_2)

calledBy:

process\_msg\_hit in kato\_cig.c, IFDEF old

process\_fire in fire.c, (null)

veh\_impact\_me in impact.c, (null)

veh\_impact\_other in impact.c, (null)

ground\_impact in impact.c, (null)

proximate\_impact in impact.c, (null)

water\_impact in impact.c, (null)

structure\_impact in impact.c, (null)

road\_impact in impact.c, (null)

process\_indirect\_fire in indir\_fire.c, (null)

process\_indirect\_fire in o\_ind\_fire.c, (null)

do\_protocol\_on\_catc\_packet in proc\_a\_pkt.c, IF 0

process\_show\_effect in show\_effect.c, (null)

missile\_util\_comm\_check\_detonate in util\_comm.c, (null)

missile\_util\_comm\_check\_sub\_mun in util\_comm.c, (null)

missile\_util\_comm\_release\_sub\_munition in util\_comm.c, (null)

process\_msg\_hit\_return in proc\_hit.c, (null)

weapons\_fire\_main\_gun in m1\_weapons.c, (null)

FUNCTION: impacts\_get\_element()

calledBy:

impacts\_queue\_effect in impacts.c, (null)

FUNCTION: impacts\_free\_element(element)

calledBy:

impacts\_tell\_cig\_about\_impacts in impacts.c, (null)

**DIRECTORY: ./gt/libsrc/libio\_simul**

FILE: io\_simul.c

FUNCTION: io\_simul()

calledBy:

simulation\_state\_machine in stt\_machine.c, (null)

simulation\_state\_machine in main.c, (null)

FUNCTION: io\_simul\_idle()

calledBy:

veh\_spec\_idle in niu\_main.c, (null)

veh\_spec\_idle in kato\_main.c, (null)

veh\_spec\_idle in m1\_main.c, (null)

veh\_spec\_idle in m2\_main.c, (null)

**DIRECTORY: ./gt/libsrc/libiod**

FILE: iod.c

FUNCTION: iod\_init\_dev(type, port, offset)

calledBy:

calib\_pfile\_read in ncalib.c, (null)

main in panel\_test.c, (null)

FUNCTION: iod\_reset\_dev(offset)

calledBy:

iod\_init\_dev in iod.c, (null)

output\_sound\_test in pnl\_tst\_snd.c, (null)

FUNCTION: iod\_dev\_read(id, action, vptr)

calledBy:

get\_pos in calibrate.c, (null)

get\_pos in ncalib.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)

check\_for\_control\_changes in pnl\_tst\_idc.c, (null)

input\_test in pnl\_tst\_inp.c, (null)

check\_for\_control\_changes in pnl\_tst\_inp.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)

check\_for\_control\_changes in pnl\_tst\_idc.c, (null)

input\_test in pnl\_tst\_inp.c, (null)

check\_for\_control\_changes in pnl\_tst\_inp.c, (null)

FUNCTION: iod\_dev\_write\_val(id, action, val)

calledBy:

set\_lamps in calibrate.c, (null)

reset\_lamps in calibrate.c, (null)

set\_lamps in ncalib.c, (null)

reset\_lamps in ncalib.c, (null)

alpha\_display in pnl\_tst\_alp.c, (null)

lamp\_toggle in pnl\_tst\_bin.c, (null)

digital\_display in pnl\_tst\_dig.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)

check\_for\_control\_changes in pnl\_tst\_idc.c, (null)

meter\_toggle in pnl\_tst\_met.c, (null)

meter16\_write in pnl\_tst\_met.c, (null)

alpha\_display in pnl\_tst\_alp.c, (null)

lamp\_toggle in pnl\_tst\_bin.c, (null)

digital\_display in pnl\_tst\_dig.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)

check\_for\_control\_changes in pnl\_tst\_idc.c, (null)  
meter\_toggle in pnl\_tst\_met.c, (null)  
meter16\_write in pnl\_tst\_met.c, (null)  
FUNCTION: iod\_dev\_write\_str(id, action, str)  
calledBy:  
clear in pnl\_tst\_alp.c, (null)  
digital\_display in pnl\_tst\_dig.c, (null)  
sad\_display in pnl\_tst\_sad.c, (null)  
output\_sound\_test in pnl\_tst\_snd.c, (null)  
clear in pnl\_tst\_alp.c, (null)  
digital\_display in pnl\_tst\_dig.c, (null)  
sad\_display in pnl\_tst\_sad.c, (null)  
output\_sound\_test in pnl\_tst\_snd.c, (null)  
FUNCTION: iod\_get\_device\_type(id)  
calledBy:  
main in panel\_test.c, (null)  
FILE: iod\_alpha.c  
FUNCTION: iod\_init\_alpha(port, offset)  
calledBy:  
iod\_init\_dev in iod.c, (null)  
FUNCTION: iod\_reset\_alpha(offset)  
calledBy:  
iod\_reset\_dev in iod.c, (null)  
FUNCTION: iod\_alpha\_write\_val(id, action, val)  
calledBy:  
iod\_dev\_write\_val in iod.c, (null)  
FUNCTION: iod\_alpha\_write\_str(id, action, str)  
calledBy:  
iod\_dev\_write\_str in iod.c, (null)  
FILE: iod\_dtad.c  
FUNCTION: iod\_init\_dtad(port, offset)  
calledBy:  
iod\_init\_dev in iod.c, (null)  
FUNCTION: iod\_reset\_dtad(offset)  
calledBy:  
iod\_reset\_dev in iod.c, (null)  
FUNCTION: iod\_dtad\_read\_val(id, action, vecptr)  
calledBy:  
iod\_dev\_read in iod.c, (null)  
FILE: iod\_idc.c  
FUNCTION: iod\_init\_idc(port, offset)  
calledBy:  
iod\_init\_dev in iod.c, (null)  
FUNCTION: iod\_reset\_idc(offset)  
calledBy:  
iod\_reset\_dev in iod.c, (null)  
FUNCTION: iod\_idc\_read\_val(id, action, vecptr)  
calledBy:  
iod\_dev\_read in iod.c, (null)  
FUNCTION: iod\_idc\_write\_val(id, action, val)  
calledBy:  
iod\_dev\_write\_val in iod.c, (null)  
iod\_idc\_write\_val in iod\_idc.c, (null)  
iod\_idc\_write\_str in iod\_idc.c, (null)

FUNCTION: iod\_idc\_write\_str(id, action, str)  
calledBy:  
    iod\_dev\_write\_str in iod.c, (null)

FILE: iod\_sound.c  
FUNCTION: iod\_init\_sound(port, offset)  
calledBy:  
    iod\_init\_dev in iod.c, (null)

FUNCTION: iod\_reset\_sound(offset)  
calledBy:  
    iod\_reset\_dev in iod.c, (null)

FUNCTION: iod\_sound\_read\_val(id, action, vecptr)  
calledBy:  
    iod\_dev\_read in iod.c, (null)

FUNCTION: iod\_sound\_write\_val(id, action, val)  
calledBy:  
    iod\_dev\_write\_val in iod.c, (null)

FUNCTION: iod\_sound\_write\_str(id, action, str)  
calledBy:  
    iod\_dev\_write\_str in iod.c, (null)

FILE: stubs.c  
FUNCTION: mem\_assign\_other\_ptrs()  
calledBy:  
    mem\_assign\_shared\_memory in assign\_sm.c, (null)

FUNCTION: idc\_get\_num\_idcs()  
calledBy:  
    idc\_choose\_fifo in choose\_fifo.c, (null)  
    idc\_open\_port in i\_opn\_port.c, IFDEF\_GT\_  
    idc\_simul in i\_simul.c, IFNDEF SIMBFLY  
    idc\_fifo\_init in init.c, (null)  
    idc\_fifo\_uninit in init.c, (null)  
    idc\_reset\_output in init.c, (null)

FUNCTION: idc\_array\_init()  
calledBy:  
    idc\_init in init.c, (null)

**DIRECTORY: ./gt/libsrc/liblrf**

FILE: cancel.c  
FUNCTION: LrfCancel(requestID)  
calledBy:  
    CancelLrfRequest in lrfif.c, (null)

FILE: continuous.c  
FUNCTION: LrfContinuousRequest(allocation, postFunc, postArg, responseFunc,  
    responseArg, subsysID, subsysChan, requestID)  
calledBy:  
    SubmitLrfRequest in lrfif.c, (null)

FILE: data.c

FILE: debug.c  
FUNCTION: LrfDumpData()  
FUNCTION: LrfDumpSubsys(subsys, indent)  
calledBy:  
    LrfDumpData in debug.c, (null)

FUNCTION: LrfDumpRequest(lrfRequest, indent)  
calledBy:

LrfDumpSubsys in debug.c, (null)

FILE: error.c

FUNCTION: LrfErrString()

calledBy:

RequestAboutToBePostedByLRF in lrif.c, (null)

FILE: get.c

FUNCTION: GetNewLRFRequestID()

calledBy:

LrfContinuousRequest in continuous.c, (null)

LrfSingleRequest in single.c, (null)

FUNCTION: GetLRFRequest(requestID)

calledBy:

LrfCancel in cancel.c, (null)

LrfUpdatePel in update.c, (null)

LrfUpdateAllocation in update.c, (null)

FUNCTION: GetLRFRequestWithSubsys(subsys, requestID, flag)

calledBy:

LrfContinuousRequest in continuous.c, (null)

GetLRFRequest in get.c, (null)

FUNCTION: GetSubsysWithIDAndChannel(subsysID, subsysChan, flag)

calledBy:

LrfContinuousRequest in continuous.c, (null)

LrfProcess in process.c, (null)

LrfSingleRequest in single.c, (null)

FUNCTION: FreeLRFRequest(lrfRequest)

calledBy:

LrfCancel in cancel.c, (null)

LrfProcess in process.c, (null)

LrfUnInit in uninit.c, (null)

FUNCTION: AllocLRFRequest()

calledBy:

GetLRFRequestWithSubsys in get.c, (null)

LrfSingleRequest in single.c, (null)

FUNCTION: FreeSubsys(subsys)

calledBy:

LrfUnInit in uninit.c, (null)

FUNCTION: AllocSubsys()

calledBy:

GetSubsysWithIDAndChannel in get.c, (null)

FILE: init.c

FUNCTION: LrfInit()

FILE: pending.c

FUNCTION: CancelSavedRequest(lrfRequest)

calledBy:

LrfCancel in cancel.c, (null)

FUNCTION: GetRequestToRespondTo(subsys)

calledBy:

LrfProcess in process.c, (null)

FUNCTION: SaveRequestForWhenResponseIsAvailable(subsys, request)

calledBy:

LrfPost in post.c, (null)

FUNCTION: UpdatePendingRequestList(subsys)

calledBy:

LrfTick in tick.c, (null)



FILE: post.c

FUNCTION: LrfPost()

FUNCTION: LrfSetPostRequest(handler)

FILE: process.c

FUNCTION: LrfProcess(subsysID, subsysChan, range)

FILE: single.c

FUNCTION: LrfSingleRequest(postFunc, postArg, responseFunc, responseArg,  
subsysID, subsysChan, requestID)

calledBy:

SubmitLrfRequest in lrfif.c, (null)

FILE: tick.c

FUNCTION: LrfTick()

FILE: uninit.c

FUNCTION: LrfUnInit()

calledBy:

LrfInit in init.c, (null)

FILE: update.c

FUNCTION: LrfUpdatePel(requestID, xPel, zPel)

calledBy:

RequestAboutToBePostedByLRF in lrfif.c, (null)

FUNCTION: LrfUpdateAllocation(requestID, allocation)

FILE: util.c

FUNCTION: RecalculateAllocation(subsys)

calledBy:

LrfCancel in cancel.c, (null)

LrfContinuousRequest in continuous.c, (null)

LrfUpdateAllocation in update.c, (null)

FUNCTION: UpdateTotalAllocation(allocation, updatedRequest)

calledBy:

LrfCancel in cancel.c, (null)

LrfContinuousRequest in continuous.c, (null)

LrfUpdateAllocation in update.c, (null)

#### DIRECTORY: ./gt/libsrc/libmap

FILE: damage.c

FUNCTION: map\_get\_damage\_files()

calledBy:

veh\_spec\_startup in m1\_main.c, (null)

veh\_spec\_startup in m2\_main.c, (null)

FUNCTION: check\_for\_nonexistant\_damage\_files()

calledBy:

map\_get\_damage\_files in damage.c, (null)

FILE: get\_entry.c

FUNCTION: map\_get\_ammo\_entry\_from\_network\_type(ammo\_type)

calledBy:

process\_fire in fire.c, (null)

process\_show\_effect in show\_effect.c, (null)

ballistics\_load\_trajectory\_file in ball\_load.c, (null)

het\_init in het\_inter.c, (null)

missile\_adat\_fire in miss\_adat.c, (null)

missile\_atgm\_fire in miss\_atgm.c, (null)

missile\_hellfire\_fire in miss\_hellfr.c, (null)

missile\_kem\_fire in miss\_kem.c, (null)

missile\_maverick\_fire in miss\_maverck.c, (null)  
missile\_stinger\_fire in miss\_stinger.c, (null)  
missile\_tow\_fire in miss\_tow.c, (null)  
missile\_hydra\_fire in rkt\_hydra.c, (null)  
missile\_util\_comm\_check\_sub\_mun in util\_comm.c, (null)  
missile\_util\_comm\_release\_sub\_munition in util\_comm.c, (null)  
ammo\_resupply\_sent in ammo.c, (null)  
resupply\_offer\_packet in resupp.c, (null)  
main in sun\_wayed.c, (null)  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
cig\_prepare\_buffer in m2\_cig.c, (null)  
cig\_spec\_init in m2\_cig.c, (null)  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: search\_obj\_types(ammo\_type, last\_in\_ammo\_class\_index)  
calledBy:  
map\_get\_ammo\_entry\_from\_network\_type in get\_entry.c, (null)  
FUNCTION: map\_get\_network\_type\_from\_ammo\_entry(ammo\_entry)  
calledBy:  
network\_send\_ground\_impact in gnd\_impact.c, (null)  
network\_send\_impact in impact.c, (null)  
network\_send\_missile\_fire\_pkt in missile.c, (null)  
network\_send\_non\_impact in non\_impact.c, (null)  
network\_send\_projectile\_fire\_pkt in proj\_fire.c, (null)  
network\_send\_prox\_impact in prox\_impact.c, (null)  
network\_send\_shell\_fire\_pkt in shell\_fire.c, (null)  
network\_send\_vehicle\_impact in veh\_impact.c, (null)  
network\_send\_vehicle\_impact\_dg in veh\_impact\_dg.c, (null)  
ammo\_get\_ammo\_to\_offer in ammo.c, (null)  
ammo\_receive\_loading\_state in resupp.c, (null)  
send\_feed\_me\_packets\_ammo\_carriers in resupp.c, (null)  
tow\_fired\_check in m2\_weapons.c, (null)  
FUNCTION: map\_get\_cig\_ammo\_type\_from\_ammo\_entry(ammo\_entry)  
FUNCTION: map\_get\_burst\_ground\_from\_ammo\_entry(ammo\_entry)  
calledBy:  
impacts\_tell\_cig\_about\_impacts in impacts.c, (null)  
FUNCTION: map\_get\_burst\_air\_from\_ammo\_entry(ammo\_entry)  
calledBy:  
impacts\_tell\_cig\_about\_impacts in impacts.c, (null)  
FUNCTION: map\_get\_burst\_armor\_from\_ammo\_entry(ammo\_entry)  
calledBy:  
impacts\_tell\_cig\_about\_impacts in impacts.c, (null)  
FUNCTION: map\_get\_burst\_wood\_from\_ammo\_entry(ammo\_entry)  
calledBy:  
impacts\_tell\_cig\_about\_impacts in impacts.c, (null)  
FUNCTION: map\_get\_burst\_other\_from\_ammo\_entry(ammo\_entry)  
calledBy:  
impacts\_tell\_cig\_about\_impacts in impacts.c, (null)  
FUNCTION: map\_get\_tracer\_from\_ammo\_entry(ammo\_entry)  
calledBy:  
ballistics\_load\_trajectory\_file in ball\_load.c, IFDEF\_GT\_  
missile\_util\_comm\_fly\_missile in util\_comm.c, (null)  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
weapons\_fire\_round in m2\_weapons.c, (null)  
FUNCTION: map\_get\_muzzle\_flash\_me\_from\_ammo\_entry(ammo\_entry)

calledBy:  
    impacts\_tell\_cig\_about\_impacts in impacts.c, (null)  
FUNCTION: map\_get\_muzzle\_flash\_other\_from\_ammo\_entry(ammo\_entry)  
    calledBy:  
        impacts\_tell\_cig\_about\_impacts in impacts.c, (null)  
FUNCTION: map\_get\_ammo\_entry\_from\_cig\_ammo\_type(cig\_type)  
FUNCTION: map\_get\_damage\_file\_index\_from\_ammo\_entry(ammo\_entry)  
    calledBy:  
        cfail\_dir\_fire\_damages in c\_dir\_fire.c, (null)  
        cfail\_indirect\_fire\_damages in c\_ind\_fire.c, (null)  
FUNCTION: map\_get\_ammo\_class\_from\_ammo\_entry(ammo\_entry)  
    calledBy:  
        sound\_of\_weapons\_impact in libsound.c, (null)  
FUNCTION: map\_is\_bomb(ammo\_entry)  
FUNCTION: map\_is\_missile(ammo\_entry)  
    calledBy:  
        process\_msg\_hit\_return in proc\_hit.c, (null)  
        process\_msg\_miss in proc\_miss.c, (null)  
FUNCTION: map\_is\_projectile(ammo\_entry)  
FUNCTION: map\_is\_eo(ammo\_entry)  
    calledBy:  
        sound\_of\_weapons\_impact in libsound.c, (null)  
FUNCTION: map\_print()  
FILE: map\_ammo.c  
FUNCTION: map\_file\_read(file\_name)  
    calledBy:  
        veh\_spec\_startup in niu\_main.c, (null)  
        veh\_spec\_startup in kato\_main.c, (null)  
        veh\_spec\_startup in m1\_main.c, (null)  
        veh\_spec\_startup in m2\_main.c, (null)  
FUNCTION: read\_entry\_attributes()  
    calledBy:  
        get\_entries\_until\_end\_subclass in map\_ammo.c, (null)  
FUNCTION: skip\_comment()  
    calledBy:  
        map\_file\_read in map\_ammo.c, (null)  
        get\_entries\_until\_end\_subclass in map\_ammo.c, (null)  
        pfile\_read in opfile\_read.c, (null)  
        read\_control\_attr in opfile\_read.c, (null)  
FUNCTION: read\_char(compare\_string, current\_entry, data\_entry)  
    calledBy:  
        read\_entry\_attributes in map\_ammo.c, (null)  
FUNCTION: read\_long\_int(compare\_string, current\_entry, data\_entry)  
    calledBy:  
        read\_entry\_attributes in map\_ammo.c, (null)  
FUNCTION: get\_entries\_until\_end\_subclass(subclass\_num)  
    calledBy:  
        map\_file\_read in map\_ammo.c, (null)  
FUNCTION: print\_structure\_contents()  
    calledBy:  
        map\_file\_read in map\_ammo.c, (null)  
FUNCTION: check\_for\_defaults()  
    calledBy:  
        map\_file\_read in map\_ammo.c, (null)

FILE: map\_asid.c

FUNCTION: map\_read\_asid\_file(fn)

calledBy:

veh\_spec\_startup in niu\_main.c, (null)  
 veh\_spec\_startup in kato\_main.c, (null)  
 veh\_spec\_startup in m1\_main.c, (null)  
 veh\_spec\_startup in m2\_main.c, (null)

FUNCTION: map\_set\_asid(value, clear\_mask)

calledBy:

map\_set\_bumper\_numbers in map\_asid.c, (null)  
 map\_set\_dust\_cloud in map\_asid.c, (null)  
 map\_format\_asid in map\_asid.c, (null)

FUNCTION: map\_clear\_asid(value)

calledBy:

map\_format\_asid in map\_asid.c, (null)

FUNCTION: map\_set\_bumper\_numbers(marking)

calledBy:

map\_format\_asid in map\_asid.c, (null)

FUNCTION: map\_set\_dust\_cloud(cloud)

calledBy:

map\_format\_asid in map\_asid.c, (null)

FUNCTION: map\_get\_bumper\_status()

calledBy:

map\_format\_asid in map\_asid.c, (null)  
 msg\_process\_othervehs in adj\_otherveh.c, (null)

FUNCTION: map\_format\_asid(pkt)

calledBy:

add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, IFDEF ASID\_TRIP  
 f10\_changed\_static\_msg in adj\_chg\_stat.c, IFDEF ASID\_TRIP  
 cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, IFDEF ASID\_TRIP  
 add\_veh\_to\_cig\_msg in ADD\_veh2cig.c, IFDEF ASID\_TRIP  
 add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, IFDEF ASID\_TRIP  
 add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, IFDEF ASID\_TRIP  
 msg\_process\_othervehs in adj\_otherveh.c, IFDEF ASID\_TRIP  
 add\_dynamic\_veh\_to\_cig\_msg in adj\_otherveh.c, IFDEF ASID\_TRIP  
 cig\_msg\_append\_staticveh\_state in app\_stat\_veh.c, IFDEF ASID\_TRIP  
 add\_staticveh\_state\_to\_cig\_msg in pre\_stat\_veh.c, (null)

FUNCTION: print\_asid\_mappings()

FUNCTION: map\_set\_bumper\_status(state)

calledBy:

main in kato\_main.c, (null)  
 controls\_grid\_azimuth\_check in m1\_ctl\_npc.c, (null)  
 controls\_grid\_azimuth\_check in m2\_ctl\_tnp.c, (null)

FUNCTION: map\_set\_asid\_debug(state)

calledBy:

keyboard\_simul in m1\_keybrd.c, (null)  
 keyboard\_simul in m2\_keybrd.c, (null)

FILE: map\_veh.c

FUNCTION: map\_vehicle\_file\_read(file\_name)

calledBy:

veh\_spec\_startup in niu\_main.c, (null)  
 veh\_spec\_startup in kato\_main.c, (null)  
 veh\_spec\_startup in m1\_main.c, (null)  
 veh\_spec\_startup in m2\_main.c, (null)

FUNCTION: read\_vehicle\_entry\_attributes()  
     calledBy:  
         get\_vehicle\_entries\_until\_end\_subclass in map\_veh.c, (null)  
 FUNCTION: skip\_veh\_comment()  
     calledBy:  
         map\_vehicle\_file\_read in map\_veh.c, (null)  
         get\_vehicle\_entries\_until\_end\_subclass in map\_veh.c, (null)  
 FUNCTION: read\_char\_vehicle\_entry(compare\_string, current\_entry, data\_entry)  
     calledBy:  
         read\_vehicle\_entry\_attributes in map\_veh.c, (null)  
 FUNCTION: read\_long\_int\_vehicle\_entry(compare\_string, current\_entry, data\_entry)  
     calledBy:  
         read\_vehicle\_entry\_attributes in map\_veh.c, (null)  
 FUNCTION: get\_vehicle\_entries\_until\_end\_subclass(subclass\_num)  
     calledBy:  
         map\_vehicle\_file\_read in map\_veh.c, (null)  
 FUNCTION: print\_vehicle\_structure\_contents()  
 FUNCTION: check\_for\_vehicle\_defaults()  
     calledBy:  
         map\_vehicle\_file\_read in map\_veh.c, (null)  
 FUNCTION: map\_net\_to\_cig(object\_type, appearance)  
     calledBy:  
         add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)  
         fill\_changed\_static\_msg in adj\_chg\_stat.c, (null)  
         cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)  
         add\_static\_veh\_to\_cig\_msg in app\_stat\_veh.c, (null)  
         add\_veh\_to\_cig\_msg in ADD\_veh2cig.c, (null)  
         add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)  
         msg\_adjust\_static\_vehicle in adj\_chg\_stat.c, (null)  
         msg\_process\_othervehs in adj\_otherveh.c, (null)  
         add\_dynamic\_veh\_to\_cig\_msg in adj\_otherveh.c, (null)  
         cig\_msg\_append\_staticveh\_rem in app\_stat\_rm.c, (null)  
         cig\_msg\_append\_staticveh\_state in app\_stat\_veh.c, (null)  
         msg\_delete\_static\_vehicle in pre\_stat\_rm.c, (null)  
         msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)  
         msg\_add\_static\_vehicle in pre\_stat\_veh.c, (null)  
         msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)  
 FUNCTION: check\_for\_match(subclass, object\_type, appearance)  
     calledBy:  
         map\_net\_to\_cig in map\_veh.c, (null)

# **DIRECTORY: ./gt/libsrc/libmath**

FILE: bivar\_dist.c

    FUNCTION: bivariant\_normal\_distribution(aptr, std\_dev)

        calledBy:

            weapons\_fire\_main\_gun in m1\_weapons.c, (null)

            weapons\_fire\_round in m2\_weapons.c, (null)

FILE: cubic\_func.c

    FUNCTION: find\_cubic\_func(x\_0, y\_0, x\_b, y\_b, x\_f, y\_f, f, func\_args)

        calledBy:

            nlos\_init in kato\_nlos.c, (null)

            view\_init in kato\_view.c, (null)

    FUNCTION: cubic\_func(val, func\_args)

calledBy:  
 nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)

FILE: inv\_sin\_cos.c  
 FUNCTION: inv\_sin\_cos\_deg(s, c)  
 FUNCTION: inv\_sin\_cos\_rad(s, c)

FILE: least\_sq\_fit.c  
 FUNCTION: least\_squares\_fit(num\_data\_points, x\_vals, y\_vals, poly\_degree,  
 input\_coeff\_vals, output\_coeff\_vals)  
 calledBy:  
 compute\_regression\_coefficients in genbal.c, (null)  
 FUNCTION: allocate\_x\_powers(num\_data\_points, poly\_degree)  
 calledBy:  
 least\_squares\_fit in least\_sq\_fit.c, (null)  
 FUNCTION: allocate\_y\_powers(num\_data\_points, poly\_degree)  
 calledBy:  
 least\_squares\_fit in least\_sq\_fit.c, (null)  
 FUNCTION: allocate\_sim\_lin\_eq(poly\_degree, input\_coeff\_vals)  
 calledBy:  
 least\_squares\_fit in least\_sq\_fit.c, (null)  
 FUNCTION: generate\_x\_powers(num\_data\_points, x\_vals, poly\_degree)  
 calledBy:  
 least\_squares\_fit in least\_sq\_fit.c, (null)  
 FUNCTION: generate\_y\_powers(num\_data\_points, y\_vals, poly\_degree)  
 calledBy:  
 least\_squares\_fit in least\_sq\_fit.c, (null)  
 FUNCTION: generate\_sim\_lin\_eq(num\_data\_points, poly\_degree, input\_coeff\_vals)  
 calledBy:  
 least\_squares\_fit in least\_sq\_fit.c, (null)  
 FUNCTION: solve\_sim\_lin\_eq()  
 calledBy:  
 least\_squares\_fit in least\_sq\_fit.c, (null)  
 FUNCTION: generate\_output\_coeff\_vals(poly\_degree, input\_coeff\_vals,  
 output\_coeff\_vals)  
 calledBy:  
 least\_squares\_fit in least\_sq\_fit.c, (null)

FILE: limit.c  
 FUNCTION: real\_limit(input, limit)  
 calledBy:  
 rotate\_exec in rot\_util.c, (null)  
 FUNCTION: int\_limit(input, limit)

FILE: scaled\_rand.c  
 FUNCTION: scaled\_rand()  
 calledBy:  
 failure\_check\_mine\_damage in f\_mine\_dam.c, (null)  
 ldam\_check\_sensor\_bloom in het\_bl.c, (null)  
 ldam\_check\_sensor\_blackout in het\_bo.c, (null)  
 ldam\_check\_md in het\_md.c, (null)  
 ldam\_check\_sensor\_burn in het\_sb.c, (null)  
 ldam\_check\_scotoma in het\_sc.c, (null)  
 missile\_m73\_drop in sub\_m73.c, (null)  
 missile\_m73\_impact in sub\_m73.c, (null)  
 missile\_m73\_get\_impact in sub\_m73.c, (null)

DIRECTORY: ./gt/libsrc/libmatrox

FILE: io.c

FUNCTION: ioputtxt(buf\_ptr, length)

calledBy:

sctxbextent in sctxbext.c, (null)

sctxbstring in sctxbstr.c, (null)

v2txbstring in v2txbstr.c, (null)

FUNCTION: ioputw(the\_word)

calledBy:

krgcdi in krgcdi.c, (null)

lsgcdi in krgcdi.c, (null)

krgcen in krgcen.c, (null)

lsgcen in krgcen.c, (null)

krgcfr in krgcfr.c, (null)

krgcsda in krgcsda.c, (null)

krhwgcls in krhwgcls.c, (null)

krhwrcls in krhwrcls.c, (null)

lscldclose in lscldclos.c, (null)

lscldpos in lscldpos.c, (null)

lscldpl in lscldpl.c, (null)

lsfbm in lsfbm.c, (null)

lsinqgcp in lsinqgcp.c, (null)

lsinqmem in lsinqmem.c, (null)

lsinqsys in lsinqsys.c, (null)

lslutsblink in lslutsbl.c, (null)

lsnoop in lsnoop.c, (null)

lspkdi in lspkdi.c, (null)

smolcurve in smolcurv.c, (null)

smsfpatch in smsfpatc.c, (null)

v2arffill in v2arffil.c, (null)

v2gppopvwp in v2gppopv.c, (null)

v2gppopwdw in v2gppopw.c, (null)

v2gppushvwp in v2gppshv.c, (null)

v2gppushwdw in v2gppshw.c, (null)

v2olpt in v2olpt.c, (null)

v316pt in v316pt.c, (null)

v3mdid in v3mdid.c, (null)

v3mdpop in v3mdpop.c, (null)

v3mdpush in v3mdpush.c, (null)

v3mdset in v3mdset.c, (null)

v3mdsnml in v3mdsnml.c, (null)

v3olpt in v3olpt.c, (null)

v3vwid in v3vwid.c, (null)

v3vwset in v3vwset.c, (null)

FILE: iogeterr.c

FUNCTION: iogeterror()

FILE: iogetf.c

FUNCTION: iogetf()

FILE: krgcdi.c

FUNCTION: krgcdi()

FUNCTION: lsgcdi()

FILE: krgcen.c

FUNCTION: krgcen()

FUNCTION: lsgcen()

FILE: krgcfr.c

FUNCTION: ~~krh~~cfr()  
FILE: krgcmv.c  
FUNCTION: ~~krh~~cmv(x, y)  
FILE: krgcsda.c  
FUNCTION: ~~krh~~csda(gcspecptr)  
FILE: krgcsdm.c  
FUNCTION: ~~krh~~csdm(dispmode)  
FUNCTION: ~~lsg~~csdm(dispmode)  
FILE: krhwccr.c  
FUNCTION: ~~krh~~wccr(color\_index)  
FILE: krhwcprrs.c  
FUNCTION: ~~krh~~wcprrs(spx, spy, dpx, dpy, sizex, sizey, theta)  
FILE: krhwcpss.c  
FUNCTION: ~~krh~~wcpss(spx, spy, dpx, dpy, sizex, sizey)  
FILE: krhwcpxm.c  
FUNCTION: ~~krh~~wcpxmss(spx, spy, dpx, dpy, sizex, sizey)  
FILE: krhwcpym.c  
FUNCTION: ~~krh~~wcpymss(spx, spy, dpx, dpy, sizex, sizey)  
FILE: krhwfclr.c  
FUNCTION: ~~krh~~wfclr(color\_index)  
FILE: krhwgcls.c  
FUNCTION: ~~krh~~wgcls()  
FILE: krhwgpix.c  
FUNCTION: ~~krh~~wgpix(x, y)  
FILE: krhwrclr.c  
FUNCTION: ~~krh~~wrclr(left, top, right, bottom, color\_index)  
FILE: krhwrcls.c  
FUNCTION: ~~krh~~wrcls()  
FILE: krhwsbco.c  
FUNCTION: ~~krh~~wsbcol(color\_index)  
FILE: krhwsbop.c  
FUNCTION: ~~krh~~wsbop(bool\_operator)  
FILE: krhwscli.c  
FUNCTION: ~~krh~~wsclipr(left, top, right, bottom)  
FILE: krhwsclr.c  
FUNCTION: ~~krh~~wsclr(color\_index)  
FILE: krhwscls.c  
FUNCTION: ~~krh~~wscls(line\_style)  
FILE: krhwsdir.c  
FUNCTION: ~~krh~~wsdirect(mode)  
FILE: krhwsfcl.c  
FUNCTION: ~~krh~~wsfclr(color)  
FILE: krhwsfco.c  
FUNCTION: ~~krh~~wsfcol(color\_index)  
FILE: krhwsils.c  
FUNCTION: ~~krh~~wsils(new\_style)  
FILE: krhwsmsk.c  
FUNCTION: ~~krh~~wsmsk(mask)  
FILE: krhwspix.c  
FUNCTION: ~~krh~~wspix(x, y, color\_index)  
FILE: krhwssco.c  
FUNCTION: ~~krh~~wsscol(color\_index)  
FILE: krhwssms.c  
FUNCTION: ~~krh~~wssmsk(mask)



FILE: krhwstde.c  
FUNCTION: krhwstdef(mode)  
FILE: krhwszp.c  
FUNCTION: krhwszp(zoomx, zoomy, panx, pany, finepanx, finepany)  
FILE: krhwubps.c  
FUNCTION: krhwubps(sy, xstart, xend)  
FILE: krhwufps.c  
FUNCTION: krhwufps(sy, xstart, xend)  
FILE: krhwwbps.c  
FUNCTION: krhwwbps(sy, xstart, xend)  
FILE: krhwwfps.c  
FUNCTION: krhwwfps(sy, xstart, xend)  
FILE: kriossmo.c  
FUNCTION: kriossmode(swapmode)  
FILE: krmdclrz.c  
FUNCTION: krmdclrz(color)  
FILE: krmdsbac.c  
FUNCTION: krmdsback(flag)  
FILE: krmdscra.c  
FUNCTION: krmdscolra(range)  
FILE: krmdsdcp.c  
FUNCTION: krmdsdcuepl(fplane, bplane)  
FILE: krmdsdcs.c  
FUNCTION: krmdsdcuesc(fscale, bscale)  
FILE: krmdsdcu.c  
FUNCTION: krmdsdcue(flag)  
FILE: krmdsori.c  
FUNCTION: krmdsori(flag)  
FILE: krmdspt.c  
FUNCTION: krmdspltype(flag)  
FILE: krmdstra.c  
FUNCTION: krmdstran(tlevel)  
FILE: krmdszde.c  
FUNCTION: krmdszdepth(flag)  
FILE: lsbmarmk.c  
FUNCTION: lsbmarmk(spx, spy, dpx, dpy, sizex, sizey)  
FILE: lscbm.c  
FUNCTION: lscbm(bm\_id, bm\_spec\_ptr)  
FILE: lsclappe.c  
FUNCTION: lsclappend(command\_list\_num, execute\_flag)  
FILE: lsclos.c  
FUNCTION: lscfclose()  
FILE: lscldel.c  
FUNCTION: lscldel(command\_list\_num)  
FILE: lsclexec.c  
FUNCTION: lsclexec(command\_list\_num)  
FILE: lsclloop.c  
FUNCTION: lsclloop(command\_list\_num, number\_times)  
FILE: lsclmodi.c  
FUNCTION: lsclmodify(command\_list\_num, word\_offset, num\_words, wordptr)  
FILE: lsclopen.c  
FUNCTION: lsclopen(command\_list\_num, execute\_flag)  
FILE: lsclpos.c  
FUNCTION: lsclpos()

FILE: lsclread.c  
FUNCTION: lsclread(command\_list\_num)  
FILE: lsclreal.c  
FUNCTION: lsclrealloc(realloc\_flag)  
FILE: lsclsblk.c  
FUNCTION: lsclsblksz(blk\_size)  
FILE: lscold.c  
FUNCTION: lscold()  
FILE: lscpbmms.c  
FUNCTION: lscpbmms(spx, spy, dpx, dpy, sizex, sizey)  
FILE: lscpbmsm.c  
FUNCTION: lscpbmsm(spx, spy, dpx, dpy, sizex, sizey)  
FILE: lsdapat.c  
FUNCTION: lsdapat(fillpat\_id, fillpat\_ptr)  
FILE: lsdclpl.c  
FUNCTION: lsdclpl(id, num\_clpr, clip\_ptr)  
FILE: lsdfont.c  
FUNCTION: lsdfont(font\_id, font\_ptr)  
FILE: lsdgc.c  
FUNCTION: lsdgc(cursor\_id, xhot, yhot, gc\_bmapptr)  
FILE: lsegaen.c  
FUNCTION: lsegaen(mode)  
FILE: lsegasw.c  
FUNCTION: lsegasw(mode)  
FILE: lsemulen.c  
FUNCTION: lsemulen(restore\_flag)  
FILE: lserror.c  
FUNCTION: lserror(flag)  
FILE: lsfbm.c  
FUNCTION: lsfbm(bm\_length, bm\_data\_ptr)  
FILE: lsinit.c  
FUNCTION: lsinit(fhhandle, addr)  
FUNCTION: pg\_chk(alt\_addr)  
calledBy:  
lsinit in lsinit.c, IFDEF PC\_HOST  
FILE: lsinq.c  
FUNCTION: lsinq(inq\_code)  
FILE: lsinqgcp.c  
FUNCTION: lsinqgcp()  
FILE: lsinqmem.c  
FUNCTION: lsinqmem()  
FILE: lsinqsys.c  
FUNCTION: lsinqsys()  
FILE: lslutbli.c  
FUNCTION: lslutblink(phy\_lut, index, r, g, b, offtime, ontime)  
FILE: lslutmd.c  
FUNCTION: lslutmd(log\_lut, first\_entry, nentries, colors)  
FILE: lslutpm.c  
FUNCTION: lslutpm(phy\_lut, bitmask)  
FILE: lslutrd.c  
FUNCTION: lslutrd(log\_lut, first\_entry, nentries)  
FILE: lslutrs.c  
FUNCTION: lslutrs(def\_lut, log\_lut)  
FILE: lslutsbl.c

FUNCTION: lslutsblink()  
FILE: lslutsl.c  
FUNCTION: lslutsl(log\_lut, phy\_lut)  
FILE: lsnoop.c  
FUNCTION: lsnoop()  
FILE: lspkdi.c  
FUNCTION: lspkdi()  
FILE: lspken.c  
FUNCTION: lspken(x, y, half\_xsize, half\_ysize)  
FILE: lspksidh.c  
FUNCTION: lspksidh(hi\_id)  
FILE: lspksidl.c  
FUNCTION: lspksidl(low\_id)  
FILE: lsrapat.c  
FUNCTION: lsrapat(apat\_id)  
FILE: lsrbm.c  
FUNCTION: lsrbm(bm\_id)  
FILE: lsrlpl.c  
FUNCTION: lsrlpl(id)  
FILE: lsrdrst.c  
FUNCTION: lsrdrst(left, top, right, bottom, dest\_filename)  
FILE: lsrfont.c  
FUNCTION: lsrfont(font\_id)  
FILE: lsrgc.c  
FUNCTION: lsrgc(cursor\_id)  
FILE: lsrlrdrst.c  
FUNCTION: lsrlrdrst(left, top, right, bottom, dest\_filename)  
FILE: lssafapa.c  
FUNCTION: lssafapat(apat\_id)  
FILE: lssbm.c  
FUNCTION: lssbm(bm\_id)  
FILE: lssclpl.c  
FUNCTION: lssclpl(id)  
FILE: lssfont.c  
FUNCTION: lssfont(font\_id)  
FILE: lssgc.c  
FUNCTION: lssgc(cursor\_id)  
FILE: lsskip.c  
FUNCTION: lsskip(num\_words)  
FILE: lsswlapa.c  
FUNCTION: lsswlapat(apat\_id)  
FILE: lsswpvar.c  
FUNCTION: lsswpvar(tot\_space, no\_words)  
FILE: lsvsint.c  
FUNCTION: lsvsint(frames)  
FILE: lswait.c  
FUNCTION: lswait(frames)  
FILE: lswarm.c  
FUNCTION: lswarm()  
FILE: lswrrst.c  
FUNCTION: lswrrst(left, top, right, bottom, src\_filename)  
FILE: scaraply.c  
FUNCTION: scaraplygn(nvert, vertptr)  
FILE: scarbfil.c

FUNCTION: scarbfill(x, y, color\_index)  
 FILE: scarelli.c  
 FUNCTION: scarellipse(a, b, cx, cy)  
 FILE: scarepie.c  
 FUNCTION: scarepie(sth, eth, a, b, cx, cy)  
 FILE: scareseg.c  
 FUNCTION: scareseg(sth, eth, a, b, cx, cy)  
 FILE: scarffil.c  
 FUNCTION: scarffil(x, y)  
 FILE: scarrect.c  
 FUNCTION: scarrect(x0, y0, x1, y1)  
 FILE: scarrec.c  
 FUNCTION: scarrect(x0, y0, x1, y1, a, b)  
 FILE: scarspin.c  
 FUNCTION: scarspin(pin\_flag)  
 FILE: scartri.c  
 FUNCTION: scartri(x1, y1, x2, y2, x3, y3)  
 FILE: scarwply.c  
 FUNCTION: scarwplygn(nvert, vertptr)  
 FILE: scolearc.c  
 FUNCTION: scolearc(sth, eth, a, b, cx, cy)  
 FILE: scolelli.c  
 FUNCTION: scolellipse(a, b, cx, cy)  
 FILE: scolepie.c  
 FUNCTION: scolepie(sth, eth, a, b, cx, cy)  
 FILE: scoleseg.c  
 FUNCTION: scoleseg(sth, eth, a, b, cx, cy)  
 FILE: scolhpea.c  
 FUNCTION: scolhpearc(sth, eth, a, b, cx, cy)  
 FILE: scolhspl.c  
 FUNCTION: scolhspline(x0, y0, x1, y1, x2, y2, x3, y3, nsteps)  
 FILE: scollnto.c  
 FUNCTION: scollnto(x, y)  
 FILE: scolmvto.c  
 FUNCTION: scolmvto(x, y)  
 FILE: scolplin.c  
 FUNCTION: scolpline(nvert, vertptr)  
 FILE: scolplyg.c  
 FUNCTION: scolplygn(nvert, vertptr)  
 FILE: scolrect.c  
 FUNCTION: scolrect(x0, y0, x1, y1)  
 FILE: scolrrec.c  
 FUNCTION: scolrrect(x0, y0, x1, y1, a, b)  
 FILE: scolsesh.c  
 FUNCTION: scolsesh(begin\_sh, middle\_sh, end\_sh)  
 FILE: scolsmod.c  
 FUNCTION: scolsmode(mode)  
 FILE: scolsw.c  
 FUNCTION: scolsw(new\_width)  
 FILE: scsorg.c  
 FUNCTION: scsorg(x, y)  
 FILE: scsthinc.c  
 FUNCTION: scsthincr(theta)  
 FILE: sctxbext.c

FUNCTION: sctxbextent(x, y, strptr)  
FILE: sctxbstr.c  
FUNCTION: sctxbstring(x, y, strptr)  
FILE: sctxexte.c  
FUNCTION: sctxextent(x, y, strptr)  
FILE: sctxsali.c  
FUNCTION: sctxsalign(halign, valign)  
FILE: sctxsbf.c  
FUNCTION: sctxsbf(bolding\_factor)  
FILE: sctxsblr.c  
FUNCTION: sctxsblrot(baseline\_angle)  
FILE: sctxsbx.c  
FUNCTION: sctxsbx(extra\_space)  
FILE: sctxschr.c  
FUNCTION: sctxschrot(rot\_angle)  
FILE: sctxsdmo.c  
FUNCTION: sctxsdmode(mode)  
FILE: sctxsim.c  
FUNCTION: sctxsim(ital\_mask)  
FILE: sctxsinc.c  
FUNCTION: sctxsincs(inter\_char)  
FILE: sctxslm.c  
FUNCTION: sctxslm(lightmask)  
FILE: sctxssf.c  
FUNCTION: sctxssf(xscale, yscale)  
FILE: sctxsow.c  
FUNCTION: sctxsow(strike\_out\_thick)  
FILE: sctxssw.c  
FUNCTION: sctxssw(stroke\_width)  
FILE: sctxstri.c  
FUNCTION: sctxstring(x, y, strptr)  
FILE: sctxsuw.c  
FUNCTION: sctxsuw(underline\_thick)  
FILE: sctxswpw.c  
FUNCTION: sctxswpw(width)  
FILE: smgpbasd.c  
FUNCTION: smgpbasdef(id, m)  
FILE: smgpprim.c  
FUNCTION: smgpprimori(dx, dy, dz)  
FILE: smgpscrb.c  
FUNCTION: smgpscurbas(basis\_id)  
FILE: smgpscrp.c  
FUNCTION: smgpscurprec(prec)  
FILE: smgpspba.c  
FUNCTION: smgpspatbas(uid, vid)  
FILE: smgpspcu.c  
FUNCTION: smgpspatcur(ucurves, vcurves)  
FILE: smgpsppr.c  
FUNCTION: smgpspatprec(uprec, vprec)  
FILE: smgpstes.c  
FUNCTION: smgpstess(tindex)  
FILE: smolcurv.c  
FUNCTION: smolcurve(vert)  
FILE: smsfcone.c

FUNCTION: smsfcone(radt, radb, len, ang)  
FILE: smsfcyli.c  
FUNCTION: smsfcylinder(rad, len, angle)  
FILE: smsfextr.c  
FUNCTION: smsfextruded(nvert, vert, direction)  
FILE: smsfpatc.c  
FUNCTION: smsfpatch(geomx, geomy, geomz)  
FILE: smsfsphe.c  
FUNCTION: smsfsphere(rad, ang1, ang2, ang3)  
FILE: smsftoru.c  
FUNCTION: smsftorus(radi, rade, ang1, ang2, ang3)  
FILE: smsfturn.c  
FUNCTION: smsfturned(nvert, vert, angle)  
FILE: smslbloc.c  
FUNCTION: smslblock(wid, ht, len)  
FILE: smslcone.c  
FUNCTION: smslcone(radt, radb, len)  
FILE: smslcyli.c  
FUNCTION: smslcylinder(rad, len)  
FILE: smslextr.c  
FUNCTION: smslextruded(nvert, vert, direction)  
FILE: smslsphe.c  
FUNCTION: smslsphere(rad)  
FILE: smsltoru.c  
FUNCTION: smsltorus(radi, rade)  
FILE: smsltube.c  
FUNCTION: smsltube(radi, rade, len)  
FILE: smslturn.c  
FUNCTION: smslturned(nvert, vert, angle)  
FILE: smslwedg.c  
FUNCTION: smslwedge(wid, ht, len)  
FILE: t.c  
FUNCTION: main()  
FILE: v2araply.c  
FUNCTION: v2araplygn(nvert, vertptr)  
FILE: v2ararpl.c  
FUNCTION: v2araplygn(ndelt, deltptr)  
FILE: v2arbfil.c  
FUNCTION: v2arbfill(color\_index)  
FILE: v2arelli.c  
FUNCTION: v2arellipse(a, b)  
FILE: v2arepie.c  
FUNCTION: v2arepie(sth, eth, a, b)  
FILE: v2areseg.c  
FUNCTION: v2areseg(sth, eth, a, b)  
FILE: v2arffil.c  
FUNCTION: v2arffill()  
FILE: v2arrect.c  
FUNCTION: v2arrect(x, y)  
FILE: v2arrec.c  
FUNCTION: v2arrect(deltx, delty)  
FILE: v2arwply.c  
FUNCTION: v2arwplygn(nvert, vertptr)  
FILE: v2arwrpl.c

FUNCTION: v2arwrplygn(ndelt, deltptr)  
FILE: v2gpmmap.c  
FUNCTION: v2gpmmap(x, y)  
FILE: v2gpmmapx.c  
FUNCTION: v2gpmmapx(x)  
FILE: v2gpmmapy.c  
FUNCTION: v2gpmmapy(y)  
FILE: v2gppopv.c  
FUNCTION: v2gppopvwp()  
FILE: v2gppopw.c  
FUNCTION: v2gppopwdw()  
FILE: v2gppshv.c  
FUNCTION: v2gppushvwp()  
FILE: v2gppshw.c  
FUNCTION: v2gppushwdw()  
FILE: v2gpsvwp.c  
FUNCTION: v2gpsvwp(xmin, xmax, ymin, ymax)  
FILE: v2gpswdw.c  
FUNCTION: v2gpswdw(xmin, xmax, ymin, ymax)  
FILE: v2gpunmp.c  
FUNCTION: v2gpunmp(x, y)  
FILE: v2olearc.c  
FUNCTION: v2olearc(sth, eth, a, b)  
FILE: v2olelli.c  
FUNCTION: v2olellipse(a, b)  
FILE: v2olepie.c  
FUNCTION: v2olepie(sth, eth, a, b)  
FILE: v2oleseg.c  
FUNCTION: v2oleseg(sth, eth, a, b)  
FILE: v2olhpea.c  
FUNCTION: v2olhpearc(sth, eth, a, b)  
FILE: v2ollnto.c  
FUNCTION: v2ollnto(x, y)  
FILE: v2olmvto.c  
FUNCTION: v2olmvto(x, y)  
FILE: v2olplin.c  
FUNCTION: v2olpline(nvert, vertptr)  
FILE: v2olplyg.c  
FUNCTION: v2olplygn(nvert, vertptr)  
FILE: v2olpt.c  
FUNCTION: v2olpt()  
FILE: v2olrect.c  
FUNCTION: v2olrect(x, y)  
FILE: v2olrlnt.c  
FUNCTION: v2olrlnto(deltx, delty)  
FILE: v2olrmvt.c  
FUNCTION: v2olrmvto(deltx, delty)  
FILE: v2olrpli.c  
FUNCTION: v2olrpline(ndelt, deltptr)  
FILE: v2olrply.c  
FUNCTION: v2olrplygn(ndelt, deltptr)  
FILE: v2olrrec.c  
FUNCTION: v2olrrect(deltx, delty)  
FILE: v2olsw.c

FUNCTION: v2olsw(width)  
FILE: v2txbstr.c  
FUNCTION: v2txbstring(x, y, strptr)  
FILE: v2txstri.c  
FUNCTION: v2txstring(x, y, strptr)  
FILE: v316lnto.c  
FUNCTION: v316lnto(x, y, z)  
FILE: v316mvto.c  
FUNCTION: v316mvto(x, y, z)  
FILE: v316pt.c  
FUNCTION: v316pt()  
FILE: v316smat.c  
FUNCTION: v316smat(xx, xy, yx, yy, zx, zy, xo, yo)  
FILE: v316swdw.c  
FUNCTION: v316swdw(wleft, wright, wbot, wtop)  
FILE: v3araply.c  
FUNCTION: v3araplygn(nvert, vertptr)  
FILE: v3ararpl.c  
FUNCTION: v3ararplygn(ndelt, deltptr)  
FILE: v3arwply.c  
FUNCTION: v3arwplygn(nvert, vertptr)  
FILE: v3arwrpl.c  
FUNCTION: v3arwrplygn(ndelt, deltptr)  
FILE: v3gpsdis.c  
FUNCTION: v3gpsdist(dist)  
FILE: v3gpsdth.c  
FUNCTION: v3gpsdith(dist)  
FILE: v3gpsdty.c  
FUNCTION: v3gpsdisty(dist)  
FILE: v3gpshcl.c  
FUNCTION: v3gpshclip(flag)  
FILE: v3gpspro.c  
FUNCTION: v3gpsproj(theta)  
FILE: v3gpsycl.c  
FUNCTION: v3gpsyclip(flag)  
FILE: v3mdid.c  
FUNCTION: v3mdid()  
FILE: v3mdorg.c  
FUNCTION: v3mdorg(x, y, z)  
FILE: v3mdpop.c  
FUNCTION: v3mdpop()  
FILE: v3mdpush.c  
FUNCTION: v3mdpush()  
FILE: v3mdrotx.c  
FUNCTION: v3mdrotx(theta)  
FILE: v3mdroty.c  
FUNCTION: v3mdroty(theta)  
FILE: v3mdrotz.c  
FUNCTION: v3mdrotz(theta)  
FILE: v3mdsc.c  
FUNCTION: v3mdsc(sx, sy, sz)  
FILE: v3mdsct.c  
FUNCTION: v3mdsct(flag)  
FILE: v3mdset.c



FUNCTION: v3mdset(m)  
FILE: v3mdsnml.c  
FUNCTION: v3mdsnml(m)  
FILE: v3mdtran.c  
FUNCTION: v3mdtran(tx, ty, tz)  
FILE: v3ollnto.c  
FUNCTION: v3ollnto(x, y, z)  
FILE: v3olmvto.c  
FUNCTION: v3olmvto(x, y, z)  
FILE: v3olplin.c  
FUNCTION: v3olpline(nvert, vertptr)  
FILE: v3olplyg.c  
FUNCTION: v3olplygn(nvert, vertptr)  
FILE: v3olpt.c  
FUNCTION: v3olpt()  
FILE: v3olrlnt.c  
FUNCTION: v3olrlnto(deltx, delty, deltz)  
FILE: v3olrmvt.c  
FUNCTION: v3olrmvto(deltx, delty, deltz)  
FILE: v3olrpli.c  
FUNCTION: v3olrpline(ndelt, deltptr)  
FILE: v3olrply.c  
FUNCTION: v3olrplygn(ndelt, deltptr)  
FILE: v3sfligh.c  
FUNCTION: v3sflight(light\_id, light)  
FILE: v3sflite.c  
FUNCTION: v3sfliten(light\_id, flag)  
FILE: v3sfplsi.c  
FUNCTION: v3sfpolsi3(nvert, verti)  
FILE: v3sfplsn.c  
FUNCTION: v3sfpolsn3(nvert, vertn)  
FILE: v3sfpols.c  
FUNCTION: v3sfpols3(nvert, vert)  
FILE: v3sfsha.c  
FUNCTION: v3sfsshad(shtype)  
FILE: v3sfswir.c  
FUNCTION: v3sfswire(witype)  
FILE: v3vwid.c  
FUNCTION: v3vwid()  
FILE: v3vwrotx.c  
FUNCTION: v3vwrotx(theta)  
FILE: v3vwroty.c  
FUNCTION: v3vwroty(theta)  
FILE: v3vwrotz.c  
FUNCTION: v3vwrotz(theta)  
FILE: v3vwrpt.c  
FUNCTION: v3vwrpt(x, y, z)  
FILE: v3vwset.c  
FUNCTION: v3vwset(v)  
FILE: vgdrv.c  
FUNCTION: vg\_init(c\_num, vg\_base\_addr)  
calledBy:  
laserdam\_init in het\_dmg.c, (null)  
FUNCTION: select\_vg\_card(c\_num)

calledBy:  
vg\_init in vgdrv.c, (null)  
FUNCTION: vg\_cold\_reset()  
calledBy:  
vg\_init in vgdrv.c, (null)  
FUNCTION: vg\_warm\_reset()  
FUNCTION: vg\_sync()  
calledBy:  
vg\_flush in vgdrv.c, (null)  
FUNCTION: vg\_flush()  
calledBy:  
vg\_init in vgdrv.c, (null)  
FUNCTION: vg\_enable\_4k\_window()  
FUNCTION: vg\_disable\_4k\_window()  
FUNCTION: vg\_write\_scanline()  
FUNCTION: vg\_read\_scanline()  
FUNCTION: ioputbuf(buf\_ptr, count)  
calledBy:  
ioputtxt in io.c, (null)  
ioputw in io.c, (null)  
krgcmv in krgcmv.c, (null)  
krgcsda in krgcsda.c, (null)  
krgcsdm in krgcsdm.c, (null)  
lsgcsdm in krgcsdm.c, (null)  
krhwccr in krhwccr.c, (null)  
krhwcprrs in krhwcprrs.c, (null)  
krhwcpss in krhwcpss.c, (null)  
krhwcpxmss in krhwcpxm.c, (null)  
krhwcpymss in krhwcpym.c, (null)  
krhwfclr in krhwfclr.c, (null)  
krhwgpix in krhwgpix.c, (null)  
krhwrclr in krhwrclr.c, (null)  
krhwsbcol in krhwsbco.c, (null)  
krhwsbop in krhwsbop.c, (null)  
krhwscli in krhwscli.c, (null)  
krhwsclr in krhwsclr.c, (null)  
krhwscls in krhwscls.c, (null)  
krhwsdirect in krhwsdir.c, (null)  
krhwsfclr in krhwsfcl.c, (null)  
krhwsfcol in krhwsfco.c, (null)  
krhwsils in krhwsils.c, (null)  
krhwsmsk in krhwsmsk.c, (null)  
krhwspix in krhwspix.c, (null)  
krhwsscol in krhwssco.c, (null)  
krhwssmsk in krhwssms.c, (null)  
krhwstdef in krhwstde.c, (null)  
krhwszp in krhwszp.c, (null)  
krhwubps in krhwubps.c, (null)  
krhwufps in krhwufps.c, (null)  
krhwwbps in krhwwbps.c, (null)  
krhwwfps in krhwwfps.c, (null)  
kriosmode in kriosmo.c, (null)  
krmdclrz in krmdclrz.c, (null)  
krmdsback in krmdsbac.c, (null)

krmdscolra in krmdscra.c, (null)  
krmdsdcuepl in krmdsdcp.c, (null)  
krmdsdcuesc in krmdsdcs.c, (null)  
krmdsdcue in krmdsdcu.c, (null)  
krmdsori in krmdsori.c, (null)  
krmdspltype in krmdspt.c, (null)  
krmdstran in krmdstra.c, (null)  
krmdszdepth in krmdszde.c, (null)  
lsbmarmsk in lsbmarmk.c, (null)  
lscbm in lscbm.c, (null)  
lscclappend in lscclappe.c, (null)  
lscldel in lscldel.c, (null)  
lsclexec in lsclexec.c, (null)  
lscloop in lscloop.c, (null)  
lscmodify in lscmodi.c, (null)  
lsclopen in lsclopen.c, (null)  
lscread in lscread.c, (null)  
lscrealloc in lscreal.c, (null)  
lscslblksz in lscslblk.c, (null)  
lscpbmms in lscpbmms.c, (null)  
lscpbmsm in lscpbmsm.c, (null)  
lsdapat in lsdapat.c, (null)  
lsdclpl in lsdclpl.c, (null)  
lsdfont in lsdfont.c, (null)  
lsdgc in lsdgc.c, (null)  
lsegaen in lsegaen.c, (null)  
lsegasw in lsegasw.c, (null)  
lsemulen in lsemulen.c, (null)  
lserror in lserror.c, (null)  
lsfbm in lsfbm.c, (null)  
lsinq in lsinq.c, (null)  
lslutblink in lslutbli.c, (null)  
lslutmd in lslutmd.c, (null)  
lslutpm in lslutpm.c, (null)  
lslutrd in lslutrd.c, (null)  
lslutrs in lslutrs.c, (null)  
lslutsl in lslutsl.c, (null)  
lspken in lspken.c, (null)  
lspksidh in lspksidh.c, (null)  
lspksidl in lspksidl.c, (null)  
lsrapat in lsrapat.c, (null)  
lsrbm in lsrbm.c, (null)  
lsrclpl in lsrclpl.c, (null)  
lsrdrst in lsrdrst.c, (null)  
lsrfont in lsrfont.c, (null)  
lsrgc in lsrgc.c, (null)  
lsrlrdrst in lsrlrdrs.c, (null)  
lssafapat in lssafapa.c, (null)  
lssbm in lssbm.c, (null)  
lssclpl in lssclpl.c, (null)  
lssfont in lssfont.c, (null)  
lssgc in lssgc.c, (null)  
lsskip in lsskip.c, (null)  
lsswlapat in lsswlapa.c, (null)

lsswpvar in lsswpvar.c, (null)  
lsvsint in lsvsint.c, (null)  
lswait in lswait.c, (null)  
lswrrst in lswrrst.c, (null)  
scaraplygn in scaraply.c, (null)  
scarbfill in scarbfil.c, (null)  
scarellipse in scarelli.c, (null)  
scarepie in scarepie.c, (null)  
scareseg in scareseg.c, (null)  
scarffill in scarffil.c, (null)  
scarrect in scarrect.c, (null)  
scarrect in scarrec.c, (null)  
scarspin in scarspin.c, (null)  
scartri in scartri.c, (null)  
scarwplygn in scarwply.c, (null)  
scolearc in scolearc.c, (null)  
scolellipse in scolelli.c, (null)  
scolepie in scolepie.c, (null)  
scoleseg in scoleseg.c, (null)  
scolhpearc in scolhpea.c, (null)  
scolhspline in scolhspl.c, (null)  
scollnto in scollnto.c, (null)  
scolmvto in scolmvto.c, (null)  
scolpline in scolplin.c, (null)  
scolplygn in scolplyg.c, (null)  
scolrect in scolrect.c, (null)  
scolrrect in scolrrec.c, (null)  
scolseshp in scolsesh.c, (null)  
scolsmode in scolsmode.c, (null)  
scolsw in scolsw.c, (null)  
scsorg in scsorg.c, (null)  
scsthincr in scsthinc.c, (null)  
sctxbextent in sctxbext.c, (null)  
sctxbstring in sctxbstr.c, (null)  
sctxextent in sctxexte.c, (null)  
sctxsalign in sctxsali.c, (null)  
sctxsbf in sctxsbf.c, (null)  
sctxsblrot in sctxsblr.c, (null)  
sctxsbx in sctxsbx.c, (null)  
sctxschr in sctxschr.c, (null)  
sctxsdmode in sctxsdmo.c, (null)  
sctxsim in sctxsim.c, (null)  
sctxsincs in sctxsinc.c, (null)  
sctxslm in sctxslm.c, (null)  
sctxssf in sctxssf.c, (null)  
sctxssow in sctxssow.c, (null)  
sctxssw in sctxssw.c, (null)  
sctxstring in sctxstri.c, (null)  
sctxsuw in sctxsuw.c, (null)  
sctxswpw in sctxswpw.c, (null)  
smgpbasdef in smgpbasd.c, (null)  
smgpprimori in smgpprim.c, (null)  
smgpscurbas in smgpscrb.c, (null)  
smgpscurprec in smgpscrp.c, (null)

smgpspatbas in smgpspba.c, (null)  
smgpspatcur in smgpspcu.c, (null)  
smgpspatprec in smgpsppr.c, (null)  
smgpstess in smgpstes.c, (null)  
smsfcone in smsfcone.c, (null)  
smsfcylinder in smsfcyli.c, (null)  
smsfextruded in smsfextr.c, (null)  
smsfsphere in smsfsphe.c, (null)  
smsftorus in smsftoru.c, (null)  
smsfturned in smsfturn.c, (null)  
smslblock in smslbloc.c, (null)  
smslcone in smslcone.c, (null)  
smslcylinder in smslcyli.c, (null)  
smslextruded in smslextr.c, (null)  
smslsphere in smslsphe.c, (null)  
smsltorus in smsltoru.c, (null)  
smsltube in smsltube.c, (null)  
smslturned in smslturn.c, (null)  
smslwedge in smslwedg.c, (null)  
v2araplygn in v2araply.c, (null)  
v2ararplygn in v2ararpl.c, (null)  
v2arbfll in v2arbfll.c, (null)  
v2arellipse in v2arelli.c, (null)  
v2arepie in v2arepie.c, (null)  
v2areseg in v2areseg.c, (null)  
v2arrect in v2arrect.c, (null)  
v2arrect in v2arrec.c, (null)  
v2arwplygn in v2arwply.c, (null)  
v2arwrplygn in v2arwrpl.c, (null)  
v2gpmmap in v2gpmmap.c, (null)  
v2gpmmapx in v2gpmmapx.c, (null)  
v2gpmmapy in v2gpmmapy.c, (null)  
v2gpsvwp in v2gpsvwp.c, (null)  
v2gpswdw in v2gpswdw.c, (null)  
v2gpunmp in v2gpunmp.c, (null)  
v2olearc in v2olearc.c, (null)  
v2olellipse in v2olelli.c, (null)  
v2olepie in v2olepie.c, (null)  
v2oleseg in v2oleseg.c, (null)  
v2olhpearc in v2olhpea.c, (null)  
v2ollnto in v2ollnto.c, (null)  
v2olmvto in v2olmvto.c, (null)  
v2olpline in v2olplin.c, (null)  
v2olplygn in v2olplyg.c, (null)  
v2olrect in v2olrect.c, (null)  
v2olrlnto in v2olrlnt.c, (null)  
v2olrmvto in v2olrmvt.c, (null)  
v2olrpline in v2olrpli.c, (null)  
v2olrplygn in v2olrply.c, (null)  
v2olrrect in v2olrrec.c, (null)  
v2olsw in v2olsw.c, (null)  
v2txbstring in v2txbstr.c, (null)  
v2txstring in v2txstri.c, (null)  
v316lnto in v316lnto.c, (null)

v316mvto in v316mvto.c, (null)  
v316smat in v316smat.c, (null)  
v316swdw in v316swdw.c, (null)  
v3araplygn in v3araply.c, (null)  
v3ararplygn in v3ararpl.c, (null)  
v3arwplygn in v3arwply.c, (null)  
v3arwrplygn in v3arwrpl.c, (null)  
v3gpsdist in v3gpsdis.c, (null)  
v3gpsdisth in v3gpsdth.c, (null)  
v3gpsdisty in v3gpsdty.c, (null)  
v3gpsshclip in v3gpsshcl.c, (null)  
v3gpsproj in v3gpspro.c, (null)  
v3gpsyclip in v3gpsycl.c, (null)  
v3mdorg in v3mdorg.c, (null)  
v3mdrotx in v3mdrotx.c, (null)  
v3mdroty in v3mdroty.c, (null)  
v3mdrotz in v3mdrotz.c, (null)  
v3mdsc in v3mdsc.c, (null)  
v3mdsct in v3mdsct.c, (null)  
v3mdtran in v3mdtran.c, (null)  
v3ollnto in v3ollnto.c, (null)  
v3olmvto in v3olmvto.c, (null)  
v3olpline in v3olplin.c, (null)  
v3olplygn in v3olplyg.c, (null)  
v3olrlnto in v3olrlnt.c, (null)  
v3olrmvto in v3olrmvt.c, (null)  
v3olrpline in v3olrpli.c, (null)  
v3olrplygn in v3olrply.c, (null)  
v3sflight in v3sfligh.c, (null)  
v3sfliten in v3sflite.c, (null)  
v3sfpolsi3 in v3sfplsi.c, (null)  
v3sfpolsn3 in v3sfplsn.c, (null)  
v3sfpols3 in v3sfpols.c, (null)  
v3sfsshad in v3sfssha.c, (null)  
v3sfswire in v3sfswir.c, (null)  
v3vwrotx in v3vwrotx.c, (null)  
v3vwroty in v3vwroty.c, (null)  
v3vwrotz in v3vwrotz.c, (null)  
v3vwrpt in v3vwrpt.c, (null)  
FUNCTION: ioputbuf1(buf\_ptr, count)  
FUNCTION: iogetbuf(buf\_ptr, count)  
    calledBy:  
        lsrdrst in lsrdrst.c, (null)  
        lsrlrdrst in lsrlrdrs.c, (null)  
        vg\_flush in vgdrv.c, (null)  
FUNCTION: short\_2\_wrfifo(val)  
    calledBy:  
        vg\_sync in vgdrv.c, (null)  
FUNCTION: get\_rdfifo\_count()  
    calledBy:  
        vg\_flush in vgdrv.c, (null)  
        iogetbuf in vgdrv.c, (null)  
FUNCTION: get\_wrfifo\_count()  
    calledBy:

vg\_sync in vgdrv.c, (null)  
iobuf in vgdrv.c, (null)  
iobuf1 in vgdrv.c, (null)  
short\_2\_wrfifo in vgdrv.c, (null)  
FUNCTION: swap\_bytes(val)  
calledBy:  
iobuf in vgdrv.c, (null)  
iobuf1 in vgdrv.c, (null)  
short\_2\_wrfifo in vgdrv.c, (null)  
get\_rdfifo\_count in vgdrv.c, (null)  
get\_wrfifo\_count in vgdrv.c, (null)  
FILE: wrfile.c  
FUNCTION: wrfile(val)

**DIRECTORY: ./gt/libsrc/libnet\_simul**  
FILE: net\_simul.c  
FUNCTION: net\_simul()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)

**DIRECTORY: ./gt/libsrc/libpfile**  
FILE: b\_level\_type.c  
FUNCTION: read\_b\_level\_identifiers(current\_ctl\_attr)  
FUNCTION: init\_b\_level()  
calledBy:  
read\_b\_level\_identifiers in b\_level\_type.c, (null)  
FILE: edge\_type.c  
FUNCTION: read\_edge\_identifiers(current\_ctl\_attr)  
FUNCTION: init\_edge()  
calledBy:  
read\_edge\_identifiers in edge\_type.c, (null)  
FILE: g\_edge\_type.c  
FUNCTION: read\_g\_edge\_identifiers(current\_ctl\_attr)  
FUNCTION: init\_g\_edge()  
calledBy:  
read\_g\_edge\_identifiers in g\_edge\_type.c, (null)  
FILE: get.c  
FUNCTION: get\_edge\_idc\_index(current\_ctl\_attr)  
FUNCTION: get\_edge\_control\_name(current\_ctl\_attr)  
FUNCTION: get\_edge\_action\_fcn(current\_ctl\_attr)  
FUNCTION: get\_edge\_active\_bitfield(current\_ctl\_attr)  
FILE: get\_b\_level.c  
FUNCTION: get\_b\_level\_idc\_index(current\_ctl\_attr)  
FUNCTION: get\_b\_level\_control\_name(current\_ctl\_attr)  
FUNCTION: get\_b\_level\_action\_fcn\_on(current\_ctl\_attr)  
FUNCTION: get\_b\_level\_action\_fcn\_off(current\_ctl\_attr)  
FUNCTION: get\_b\_level\_active\_bitfield(current\_ctl\_attr)  
FUNCTION: get\_b\_level\_default\_position(current\_ctl\_attr)  
FUNCTION: get\_b\_level\_exit\_position(current\_ctl\_attr)  
FUNCTION: get\_b\_level\_special(current\_ctl\_attr)  
FUNCTION: get\_b\_level\_special\_fcn(current\_ctl\_attr)  
FILE: get\_edge.c

FUNCTION: get\_edge\_idc\_index(current\_ctl\_attr)  
FUNCTION: get\_edge\_control\_name(current\_ctl\_attr)  
FUNCTION: get\_edge\_action\_fcn(current\_ctl\_attr)  
FUNCTION: get\_edge\_active\_bitfield(current\_ctl\_attr)  
FUNCTION: get\_edge\_special(current\_ctl\_attr)  
FUNCTION: get\_edge\_special\_fcn(current\_ctl\_attr)  
FILE: get\_g\_edge.c  
FUNCTION: get\_g\_edge\_idc\_index(current\_ctl\_attr)  
FUNCTION: get\_g\_edge\_control\_name(current\_ctl\_attr)  
FUNCTION: get\_g\_edge\_action\_fcn(current\_ctl\_attr)  
FUNCTION: get\_g\_edge\_active\_bitfield(current\_ctl\_attr)  
FUNCTION: get\_g\_edge\_id\_number(current\_ctl\_attr)  
FUNCTION: get\_g\_edge\_special(current\_ctl\_attr)  
FUNCTION: get\_g\_edge\_special\_fcn(current\_ctl\_attr)  
FILE: get\_light.c  
FUNCTION: get\_light\_idc\_index(current\_ctl\_attr)  
FUNCTION: get\_light\_control\_name(current\_ctl\_attr)  
FUNCTION: get\_light\_active\_bitfield(current\_ctl\_attr)  
FUNCTION: get\_light\_default\_position(current\_ctl\_attr)  
FUNCTION: get\_light\_flash\_mode(current\_ctl\_attr)  
FILE: get\_m\_level.c  
FUNCTION: get\_m\_level\_position(current\_ctl\_attr)  
FUNCTION: get\_m\_level\_active\_bitfield(current\_ctl\_attr)  
FUNCTION: get\_m\_level\_control\_name(current\_ctl\_attr)  
FUNCTION: get\_m\_level\_num\_positions(current\_ctl\_attr)  
FUNCTION: get\_m\_level\_default\_position(current\_ctl\_attr)  
FUNCTION: get\_m\_level\_exit\_position(current\_ctl\_attr)  
FUNCTION: get\_m\_level\_special(current\_ctl\_attr)  
FUNCTION: get\_m\_level\_special\_fcn(current\_ctl\_attr)  
FILE: get\_meter.c  
FUNCTION: get\_meter\_idc\_index(current\_ctl\_attr)  
FUNCTION: get\_meter\_control\_name(current\_ctl\_attr)  
FUNCTION: get\_meter\_active\_bitfield(current\_ctl\_attr)  
FUNCTION: get\_meter\_default\_position(current\_ctl\_attr)  
FUNCTION: get\_meter\_min\_position(current\_ctl\_attr)  
FUNCTION: get\_meter\_max\_position(current\_ctl\_attr)  
FILE: get\_pot.c  
FUNCTION: get\_pot\_idc\_index(current\_ctl\_attr)  
FUNCTION: get\_pot\_control\_name(current\_ctl\_attr)  
FUNCTION: get\_pot\_action\_fcn(current\_ctl\_attr)  
FUNCTION: get\_pot\_active\_bitfield(current\_ctl\_attr)  
FUNCTION: get\_pot\_address\_size(current\_ctl\_attr)  
FUNCTION: get\_pot\_special(current\_ctl\_attr)  
FUNCTION: get\_pot\_special\_fcn(current\_ctl\_attr)  
FUNCTION: get\_pot\_number\_of\_bounds(current\_ctl\_attr)  
FUNCTION: get\_pot\_real\_lower\_bound(current\_ctl\_attr)  
FUNCTION: get\_pot\_default\_position(current\_ctl\_attr)  
FUNCTION: get\_pot\_exit\_position(current\_ctl\_attr)  
FUNCTION: get\_pot\_tolerance(current\_ctl\_attr)  
FUNCTION: get\_pot\_orientation(current\_ctl\_attr)  
FILE: get\_status.c  
FUNCTION: get\_status\_idc\_index(current\_ctl\_attr)  
FUNCTION: get\_status\_control\_name(current\_ctl\_attr)  
FILE: is.c



FUNCTION: convert\_hex\_to\_int(string\_ptr)

calledBy:

- get\_edge\_idc\_index in get.c, (null)
- get\_b\_level\_idc\_index in get\_b\_level.c, (null)
- get\_edge\_idc\_index in get\_edge.c, (null)
- get\_g\_edge\_idc\_index in get\_g\_edge.c, (null)
- get\_light\_idc\_index in get\_light.c, (null)
- get\_m\_level\_position in get\_m\_level.c, (null)
- get\_meter\_idc\_index in get\_meter.c, (null)
- get\_pot\_idc\_index in get\_pot.c, (null)
- get\_status\_idc\_index in get\_status.c, (null)

FUNCTION: is\_lower\_string(string\_ptr)

FUNCTION: is\_string(string\_ptr)

FUNCTION: is\_cap\_string(string\_ptr)

calledBy:

- get\_edge\_control\_name in get.c, (null)
- get\_b\_level\_control\_name in get\_b\_level.c, (null)
- get\_edge\_control\_name in get\_edge.c, (null)
- get\_g\_edge\_control\_name in get\_g\_edge.c, (null)
- get\_light\_control\_name in get\_light.c, (null)
- get\_m\_level\_position in get\_m\_level.c, (null)
- get\_m\_level\_control\_name in get\_m\_level.c, (null)
- get\_meter\_control\_name in get\_meter.c, (null)
- get\_pot\_control\_name in get\_pot.c, (null)
- get\_status\_control\_name in get\_status.c, (null)

FUNCTION: is\_a\_bitfield(string\_ptr)

FUNCTION: is\_hex3(string\_ptr)

FUNCTION: is\_i\_edge(string\_ptr)

FUNCTION: is\_g\_edge(string\_ptr)

FUNCTION: is\_m\_edge(string\_ptr)

FUNCTION: is\_b\_level(string\_ptr)

FUNCTION: is\_m\_level(string\_ptr)

FUNCTION: is\_x\_level(string\_ptr)

FUNCTION: is\_i\_pot(string\_ptr)

FUNCTION: is\_o\_light(string\_ptr)

FUNCTION: is\_o\_meter(string\_ptr)

FUNCTION: is\_i\_status(string\_ptr)

FUNCTION: is\_minus1(string\_ptr)

FUNCTION: is\_lower\_bound(string\_ptr)

FUNCTION: is\_int(string\_ptr)

calledBy:

- get\_light\_default\_position in get\_light.c, (null)
- get\_light\_flash\_mode in get\_light.c, (null)
- get\_m\_level\_position in get\_m\_level.c, (null)
- get\_pot\_tolerance in get\_pot.c, (null)

FUNCTION: is\_float(string\_ptr)

calledBy:

- get\_meter\_default\_position in get\_meter.c, (null)
- get\_meter\_min\_position in get\_meter.c, (null)
- get\_meter\_max\_position in get\_meter.c, (null)
- get\_pot\_real\_lower\_bound in get\_pot.c, (null)
- get\_pot\_default\_position in get\_pot.c, (null)
- get\_pot\_exit\_position in get\_pot.c, (null)

FUNCTION: is\_double(string\_ptr)

FILE: light\_type.c

FUNCTION: read\_light\_identifiers(current\_ctl\_attr)

FUNCTION: init\_light()

calledBy:

read\_light\_identifiers in light\_type.c, (null)

FILE: m\_level\_type.c

FUNCTION: read\_m\_level\_identifiers(current\_ctl\_attr)

FUNCTION: init\_m\_level()

calledBy:

read\_m\_level\_identifiers in m\_level\_type.c, (null)

FILE: meter\_type.c

FUNCTION: read\_meter\_identifiers(current\_ctl\_attr)

FUNCTION: init\_meter()

calledBy:

read\_meter\_identifiers in meter\_type.c, (null)

FILE: npfile\_read.c

FUNCTION: pfile\_read(file\_name)

calledBy:

main in calibrate.c, (null)

calib\_pfile\_read in ncalib.c, (null)

main in main.c, (null)

main in panel\_test.c, (null)

FUNCTION: read\_control\_attr()

calledBy:

pfile\_read in npfile\_read.c, (null)

pfile\_read in opfile\_read.c, (null)

pfile\_read in pfile\_read.c, (null)

FUNCTION: read\_control\_type()

calledBy:

read\_control\_attr in npfile\_read.c, (null)

read\_control\_attr in opfile\_read.c, (null)

read\_control\_attr in pfile\_read.c, (null)

FUNCTION: skip\_comment()

calledBy:

map\_file\_read in map\_ammoc.c, (null)

get\_entries\_until\_end\_subclass in map\_ammoc.c, (null)

pfile\_read in opfile\_read.c, (null)

read\_control\_attr in opfile\_read.c, (null)

FILE: opfile\_read.c

FUNCTION: pfile\_read(file\_name)

calledBy:

main in calibrate.c, (null)

calib\_pfile\_read in ncalib.c, (null)

main in main.c, (null)

main in panel\_test.c, (null)

FUNCTION: read\_control\_attr()

calledBy:

pfile\_read in npfile\_read.c, (null)

pfile\_read in opfile\_read.c, (null)

pfile\_read in pfile\_read.c, (null)

FUNCTION: read\_control\_type()

calledBy:

read\_control\_attr in npfile\_read.c, (null)

read\_control\_attr in opfile\_read.c, (null)

read\_control\_attr in pfile\_read.c, (null)  
FUNCTION: skip\_comment()  
    calledBy:  
        map\_file\_read in map\_ammo.c, (null)  
        get\_entries\_until\_end\_subclass in map\_ammo.c, (null)  
        pfile\_read in opfile\_read.c, (null)  
        read\_control\_attr in opfile\_read.c, (null)  
FILE: pfile\_conv.c  
    FUNCTION: convert\_pfile\_structs\_to\_idc\_format()  
        calledBy:  
            main in panel\_test.c, (null)  
FILE: pfile\_offset.c  
    FUNCTION: pfile\_adjust\_offsets(file\_of\_devices)  
FILE: pfile\_read.c  
    FUNCTION: pfile\_read(file\_name, idc\_board\_identifier, use\_offset, offset)  
        calledBy:  
            main in calibrate.c, (null)  
            calib\_pfile\_read in ncalib.c, (null)  
            main in main.c, (null)  
            main in panel\_test.c, (null)  
    FUNCTION: read\_control\_attr()  
        calledBy:  
            pfile\_read in npfile\_read.c, (null)  
            pfile\_read in opfile\_read.c, (null)  
            pfile\_read in pfile\_read.c, (null)  
    FUNCTION: read\_control\_type()  
        calledBy:  
            read\_control\_attr in npfile\_read.c, (null)  
            read\_control\_attr in opfile\_read.c, (null)  
            read\_control\_attr in pfile\_read.c, (null)  
    FUNCTION: skip\_comment()  
        calledBy:  
            map\_file\_read in map\_ammo.c, (null)  
            get\_entries\_until\_end\_subclass in map\_ammo.c, (null)  
            pfile\_read in opfile\_read.c, (null)  
            read\_control\_attr in opfile\_read.c, (null)  
    FUNCTION: pfile\_set\_current\_idc\_board\_identifier(idc\_board\_identifier)  
        calledBy:  
            pfile\_read in pfile\_read.c, (null)  
    FUNCTION: pfile\_get\_current\_idc\_board\_identifier()  
    FUNCTION: pfile\_set\_offset(offset)  
        calledBy:  
            pfile\_read in pfile\_read.c, (null)  
    FUNCTION: pfile\_get\_offset()  
FILE: pot\_type.c  
    FUNCTION: read\_pot\_identifiers(current\_ctl\_attr)  
    FUNCTION: init\_pot()  
        calledBy:  
            read\_pot\_identifiers in pot\_type.c, (null)  
FILE: status\_type.c  
    FUNCTION: read\_status\_identifiers(current\_ctl\_attr)  
    FUNCTION: init\_status()  
        calledBy:  
            read\_status\_identifiers in status\_type.c, (null)

**DIRECTORY: /gt/libsrc/libpots**

FILE: foo.c

FILE: p\_clamp.c

FUNCTION: pots\_clamp\_pot\_between(pot, val1, val2)

calledBy:

pots\_scale\_lcr in p\_lcr.c, (null)

pots\_scale\_lr\_both in p\_lr\_both.c, (null)

pots\_scale\_lr\_pos in p\_lr\_pos.c, (null)

FILE: p\_lcr.c

FUNCTION: pots\_scale\_lcr(pot, left, center, right, tolerance)

calledBy:

scale in pots.c, (null)

pots\_pil\_cyc\_roll\_real in kato\_pots.c, (null)

pots\_pil\_cyc\_pitch\_real in kato\_pots.c, (null)

pots\_pil\_pedal\_real in kato\_pots.c, (null)

pots\_pil\_coll\_real in kato\_pots.c, (null)

pots\_co\_cyc\_roll\_real in kato\_pots.c, (null)

pots\_co\_cyc\_pitch\_real in kato\_pots.c, (null)

pots\_cpo\_elevate\_real in kato\_pots.c, (null)

pots\_comm\_trav\_real in m1\_pots.c, (null)

pots\_comm\_elev\_real in m1\_pots.c, (null)

pots\_gunn\_trav\_real in m1\_pots.c, (null)

pots\_gunn\_elev\_real in m1\_pots.c, (null)

pots\_steer\_bar\_real in m1\_pots.c, (null)

pots\_comm\_trav\_real in m2\_pots.c, (null)

pots\_comm\_elev\_real in m2\_pots.c, (null)

pots\_gunn\_trav\_real in m2\_pots.c, (null)

pots\_gunn\_elev\_real in m2\_pots.c, (null)

pots\_steer\_bar\_real in m2\_pots.c, (null)

FILE: p\_lr\_both.c

FUNCTION: pots\_scale\_lr\_both(pot, left, right)

scale in pots.c, (null)

pots\_comm\_weap\_real in m1\_pots.c, (null)

pots\_load\_peri\_real in m1\_pots.c, (null)

pots\_cupola\_real in m2\_pots.c, (null)

FILE: p\_lr\_pos.c

FUNCTION: pots\_scale\_lr\_pos(pot, left, right)

calledBy:

scale in pots.c, (null)

pots\_throttle\_real in m1\_pots.c, (null)

pots\_service\_brake\_real in m1\_pots.c, (null)

pots\_throttle\_real in m2\_pots.c, (null)

pots\_service\_brake\_real in m2\_pots.c, (null)

pots\_accelerator\_real in m2\_pots.c, (null)

FILE: p\_three.c

FUNCTION: pots\_check\_three(line, first, second, third)

calledBy:

pots\_init in m1\_pots.c, (null)

pots\_init in m2\_pots.c, (null)

FILE: p\_two.c

FUNCTION: pots\_check\_two(line, first, second)

calledBy:

pots\_init in m1\_pots.c, (null)  
pots\_init in m2\_pots.c, (null)

**DIRECTORY: ./gt/libsrc/libquat****FILE: calc\_origin.c**

FUNCTION: kinematics\_viewpoint\_offset(v)

FUNCTION: kinematics\_calc\_origin\_state(B\_w, B\_v\_cg, B\_C\_A, A\_w, A\_v\_o)

calledBy:

vehicle\_update in libupdate.c, (null)

**FILE: calc\_v.c**

FUNCTION: kinematics\_calc\_velocity(r, v\_a, w, v\_b)

calledBy:

kinematics\_calc\_origin\_state in calc\_origin.c, (null)

ground\_interaction in ground.c, (null)

**FILE: form\_C.c**

FUNCTION: kinematics\_form\_C(A\_e\_B, A\_c\_B, B\_c\_A)

calledBy:

vehicle\_update in libupdate.c, (null)

vehicle\_place in libupdate.c, (null)

vehicle\_set\_orientation in libupdate.c, (null)

**FILE: form\_N.c**

FUNCTION: kinematics\_form\_N(B\_C\_A, A\_b2)

calledBy:

vehicle\_update in libupdate.c, (null)

vehicle\_place in libupdate.c, (null)

vehicle\_set\_orientation in libupdate.c, (null)

vehicle\_set\_orientation\_matrix in libupdate.c, (null)

**FILE: form\_e.c**

FUNCTION: kinematics\_form\_e(A\_w, e)

calledBy:

vehicle\_update in libupdate.c, (null)

**FILE: form\_g.c**

FUNCTION: kinematics\_form\_G(A\_c\_B, B\_g)

calledBy:

vehicle\_update in libupdate.c, (null)

vehicle\_place in libupdate.c, (null)

vehicle\_set\_orientation in libupdate.c, (null)

vehicle\_set\_orientation\_matrix in libupdate.c, (null)

**FILE: form\_r.c**

FUNCTION: kinematics\_form\_r(A\_v, A\_r)

**FILE: form\_s.c**

FUNCTION: kinematics\_form\_s(A\_c\_B, A\_p, B\_s)

calledBy:

vehicle\_update in libupdate.c, (null)

vehicle\_place in libupdate.c, (null)

vehicle\_set\_position in libupdate.c, (null)

vehicle\_set\_orientation in libupdate.c, (null)

vehicle\_set\_orientation\_matrix in libupdate.c, (null)

**FILE: make\_e.c**

FUNCTION: make\_e(C\_in, e\_in)

calledBy:

vehicle\_set\_orientation\_matrix in libupdate.c, (null)

FUNCTION: quat\_dump()

FILE: norm\_e.c

FUNCTION: normalize\_e(e)

calledBy:

kinematics\_update\_e in update\_e.c, (null)

FILE: update\_e.c

FUNCTION: kinematics\_update\_e(B0\_e\_B, A\_e\_B0, A\_e\_B)

calledBy:

vehicle\_update in libupdate.c, (null)

FILE: update\_p.c

FUNCTION: kinematics\_update\_p(A\_v, A\_r, A\_p)

calledBy:

vehicle\_update in libupdate.c, (null)

**DIRECTORY:** ./gt/libsrc/librva\_util

FILE: get\_list.c

FUNCTION: rva\_create\_output\_list(inclusion\_fn)

calledBy:

rva\_setup in rva\_setup.c, (null)

missile\_hydra\_init in rkt\_hydra.c, (null)

sad\_init in way\_ed.c, (null)

m1\_collision\_init in m1\_collision.c, (null)

resupply\_init in m1\_resupp.c, (null)

m2\_collision\_init in m2\_collision.c, (null)

resupply\_init in m2\_resupp.c, (null)

FUNCTION: rva\_get\_output\_list(list\_id, list, num\_vehicles)

calledBy:

NetworkDumpRva in network.c, (null)

ResetVehicleList in network.c, (null)

TrackAcquire in track.c, (null)

msg\_bld\_vehicle\_buffer in bld\_updates.c, (null)

cig\_msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)

cig\_msg\_delete\_old\_othervehs in del\_veh.c, (null)

lock\_on\_target\_vehicle in kato\_attach.c, (null)

cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN

msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

msg\_process\_othervehs in adj\_otherveh.c, (null)

msg\_write\_update\_list in msg\_loc.c, (null)

near\_get\_next\_veh\_near\_point in near\_point.c, (null)

near\_get\_veh\_closest\_to\_point in near\_point.c, (null)

near\_get\_next\_veh\_near\_vector in near\_vector.c, (null)

near\_get\_veh\_closest\_to\_vector in near\_vector.c, (null)

sad\_simul in way\_ed.c, (null)

m1\_collision\_simul in m1\_collision.c, (null)

resupply\_simul in m1\_resupp.c, (null)

m2\_collision\_simul in m2\_collision.c, (null)

resupply\_simul in m2\_resupp.c, (null)

FUNCTION: rva\_smooth\_vehicle(vehicle)

calledBy:

attach\_attach\_to\_vehicle in kato\_attach.c, (null)

FUNCTION: rva\_dont\_smooth\_vehicle(vehicle)

calledBy:

attach\_unattached in kato\_attach.c, (null)

attach\_lock\_on\_vehicle in kato\_attach.c, (null)  
FUNCTION: rva\_util\_get\_veh\_app\_pkt(vehicle)

**DIRECTORY: ./gt/libsrc/libser**

FILE: ser\_status.c

FUNCTION: ser\_heartbeat()

calledBy:

monitor\_status in kato\_status.c, (null)

monitor\_status in m1\_status.c, (null)

monitor\_status in m2\_status.c, (null)

FUNCTION: ser\_heartbeat\_init()

calledBy:

simulation\_state\_machine in main.c, (null)

**DIRECTORY: ./gt/libsrc/libsoftp**

FILE: gt\_softp.c

FUNCTION: init\_soft\_panels()

FUNCTION: softp\_ins\_panel\_set(control, value)

FUNCTION: softp\_sit\_display\_set(value)

calledBy:

softp\_way\_ed\_on in gt\_softp.c, (null)

softp\_way\_ed\_off in gt\_softp.c, (null)

softp\_way\_ed\_move\_to in gt\_softp.c, (null)

softp\_way\_ed\_print in gt\_softp.c, (null)

softp\_way\_ed\_just\_print in gt\_softp.c, (null)

softp\_way\_ed\_clear in gt\_softp.c, (null)

softp\_current\_posit\_update in gt\_softp.c, (null)

softp\_bearing\_update in gt\_softp.c, (null)

softp\_range\_update in gt\_softp.c, (null)

softp\_way\_ed\_on in softp.c, (null)

softp\_way\_ed\_off in softp.c, (null)

softp\_way\_ed\_move\_to in softp.c, (null)

softp\_way\_ed\_print in softp.c, (null)

softp\_way\_ed\_just\_print in softp.c, (null)

softp\_way\_ed\_clear in softp.c, (null)

softp\_font\_size in softp.c, (null)

softp\_current\_posit\_update in softp.c, (null)

softp\_bearing\_update in softp.c, (null)

softp\_range\_update in softp.c, (null)

softp\_marker\_update in softp.c, (null)

FUNCTION: softp\_send\_end\_of\_tick()

FUNCTION: softp\_send\_idc\_reset()

FUNCTION: softp\_way\_ed\_on()

calledBy:

waypoint\_editor in way\_ed.c, (null)

FUNCTION: softp\_way\_ed\_off()

calledBy:

waypoint\_editor in way\_ed.c, (null)

FUNCTION: softp\_way\_ed\_move\_to(x, y)

calledBy:

softp\_way\_ed\_print in gt\_softp.c, (null)

softp\_way\_ed\_print in softp.c, (null)

FUNCTION: softp\_way\_ed\_print(row, column, str)

```

    calledBy:
        waypoint_state in way_ed.c, (null)
        command_line_editor in way_ed.c, (null)
        display_waypoint in way_ed.c, (null)
        clear_waypoints in way_ed.c, (null)
        waypoint_editor in way_ed.c, (null)
FUNCTION: softp_way_ed_just_print(str)
FUNCTION: softp_way_ed_clear()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: softp_current_posit_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: softp_bearing_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: softp_range_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FILE: softp.c
FUNCTION: init_soft_panels()
FUNCTION: softp_ins_panel_set(control, value)
FUNCTION: softp_ins_display_set(value)
    calledBy:
        softp_rocket_type in softp.c, (null)
        softp_label in softp.c, (null)
FUNCTION: softp_sit_display_set(value)
    calledBy:
        softp_way_ed_on in gt_softp.c, (null)
        softp_way_ed_off in gt_softp.c, (null)
        softp_way_ed_move_to in gt_softp.c, (null)
        softp_way_ed_print in gt_softp.c, (null)
        softp_way_ed_just_print in gt_softp.c, (null)
        softp_way_ed_clear in gt_softp.c, (null)
        softp_current_posit_update in gt_softp.c, (null)
        softp_bearing_update in gt_softp.c, (null)
        softp_range_update in gt_softp.c, (null)
        softp_way_ed_on in softp.c, (null)
        softp_way_ed_off in softp.c, (null)
        softp_way_ed_move_to in softp.c, (null)
        softp_way_ed_print in softp.c, (null)
        softp_way_ed_just_print in softp.c, (null)
        softp_way_ed_clear in softp.c, (null)
        softp_font_size in softp.c, (null)
        softp_current_posit_update in softp.c, (null)
        softp_bearing_update in softp.c, (null)
        softp_range_update in softp.c, (null)
        softp_marker_update in softp.c, (null)
FUNCTION: softp_send_end_of_tick()
FUNCTION: softp_exit_gracefully()
    calledBy:
        sad_uninit in way_ed.c, IF 0
FUNCTION: softp_send_idc_reset()
FUNCTION: softp_way_ed_on()

```



```

    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: softp_way_ed_off()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: softp_way_ed_move_to(x, y)
    calledBy:
        softp_way_ed_print in gt_softp.c, (null)
        softp_way_ed_print in softp.c, (null)
FUNCTION: softp_way_ed_print(row, column, str)
    calledBy:
        waypoint_state in way_ed.c, (null)
        command_line_editor in way_ed.c, (null)
        display_waypoint in way_ed.c, (null)
        clear_waypoints in way_ed.c, (null)
        waypoint_editor in way_ed.c, (null)
FUNCTION: softp_way_ed_just_print(str)
FUNCTION: softp_way_ed_clear()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: softp_font_size(font_size)
    calledBy:
        clear_waypoints in way_ed.c, (null)
        renumber_waypoints in way_ed.c, (null)
        waypoint_editor in way_ed.c, (null)
        recall_waypoints in way_ed.c, (null)
FUNCTION: softp_current_posit_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: softp_rocket_type(str)
FUNCTION: softp_label(weapon_id, str, color_index)
FUNCTION: softp_bearing_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: softp_range_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: softp_marker_update(str)
    calledBy:
        sad_simul in way_ed.c, (null)
FILE: softp_stub.c
    FUNCTION: init_soft_panels()
    FUNCTION: softp_controls_init()
    FUNCTION: softp_send_idc_reset()
    FUNCTION: softp_ins_panel_set()
    FUNCTION: softp_send_idc_reset()
    FUNCTION: softp_send_end_of_tick()

```

**DIRECTORY: ./gt/libsrc/libsound**

```

FILE: libsound.c
    FUNCTION: sound_of_weapons_impact(ammo_index, impact_type, range_sq)
    calledBy:
        impacts_tell_cig_about_impacts in impacts.c, (null)

```

FUNCTION: sound\_make\_const\_sound(sound\_index)

calledBy:

- sound\_of\_weapons\_impact in libsound.c, (null)
- sound\_make\_del\_sound in libsound.c, (null)
- sound\_of\_random\_sounds in kato\_sound.c, (null)
- ammo\_arm\_panel\_check in m1\_ammo.c, (null)
- ammo\_breech\_pushed in m1\_ammo.c, (null)
- ammo\_breech\_unload\_pushed in m1\_ammo.c, (null)
- ammo\_ejection\_guard\_armed in m1\_ammo.c, (null)
- ammo\_ejection\_guard\_safe in m1\_ammo.c, (null)
- ammo\_open\_blast\_door in m1\_ammo.c, (null)
- ammo\_close\_blast\_door in m1\_ammo.c, (null)
- ammo\_resupply\_receive\_timeout\_check in m1\_ammo.c, (null)
- ammo\_resupply\_sent in m1\_ammo.c, (null)
- drivetrain\_set\_service\_brake in m1\_dtrain.c, (null)
- drivetrain\_set\_parking\_brake in m1\_dtrain.c, (null)
- drivetrain\_release\_parking\_brake in m1\_dtrain.c, (null)
- engine\_start\_switch in m1\_engine.c, (null)
- spool\_down\_engine in m1\_engine.c, (null)
- failure\_collision\_damages in m1\_failure.c, (null)
- hydraulic\_simul in m1\_hydrsys.c, (null)
- sound\_of\_tracks in m1\_sound.c, (null)
- sound\_of\_turret\_traversing in m1\_sound.c, (null)
- sound\_of\_gun\_elevating in m1\_sound.c, (null)
- sound\_of\_random\_sounds in m1\_sound.c, (null)
- check\_turning\_sounds in m1\_tracks.c, (null)
- turret\_simul in m1\_turret.c, (null)
- turret\_gun\_turret\_drive\_uncoupled in m1\_turret.c, (null)
- turret\_gun\_turret\_drive\_powered in m1\_turret.c, (null)
- turret\_gun\_turret\_drive\_manual in m1\_turret.c, (null)
- weapons\_fire\_main\_gun in m1\_weapons.c, (null)
- ammo\_misfire\_pushed in m2\_ammo.c, (null)
- drivetrain\_parking\_brake\_set in m2\_dtrain.c, (null)
- drivetrain\_parking\_brake\_release in m2\_dtrain.c, (null)
- failure\_collision\_damages in m2\_failure.c, (null)
- launcher\_simul in m2\_launcher.c, (null)
- launcher\_up in m2\_launcher.c, (null)
- launcher\_down in m2\_launcher.c, (null)
- launcher\_idle in m2\_launcher.c, (null)
- ramp\_simul in m2\_ramp.c, (null)
- ramp\_up in m2\_ramp.c, (null)
- ramp\_down in m2\_ramp.c, (null)
- ramp\_idle in m2\_ramp.c, (null)
- sound\_of\_main\_gun\_firing in m2\_sound.c, (null)
- sound\_of\_engine\_cranking\_start in m2\_sound.c, (null)
- sound\_of\_engine\_cranking\_stop in m2\_sound.c, (null)
- sound\_of\_engine\_stall in m2\_sound.c, (null)
- sound\_of\_tracks in m2\_sound.c, (null)
- sound\_of\_engine\_start in m2\_sound.c, (null)
- sound\_of\_engine\_stop in m2\_sound.c, (null)
- sound\_of\_gun\_elevating in m2\_sound.c, (null)
- sound\_of\_turret\_traversing in m2\_sound.c, (null)
- sound\_of\_turret\_power\_on in m2\_sound.c, (null)
- sound\_of\_turret\_power\_already\_on in m2\_sound.c, (null)

sound\_of\_turret\_power\_off in m2\_sound.c, (null)  
 sound\_of\_turret\_drive\_on in m2\_sound.c, (null)  
 sound\_of\_turret\_drive\_already\_on in m2\_sound.c, (null)  
 sound\_of\_turret\_drive\_off in m2\_sound.c, (null)  
 sound\_of\_engine\_accessory\_on in m2\_sound.c, (null)  
 sound\_of\_engine\_accessory\_already\_on in m2\_sound.c, (null)  
 sound\_of\_engine\_accessory\_off in m2\_sound.c, (null)  
 sound\_of\_random\_sounds in m2\_sound.c, (null)  
 turret\_simul in m2\_turret.c, (null)  
 weapons\_missile\_is\_launched in m2\_weapons.c, (null)  
 weapons\_fire in m2\_weapons.c, (null)  
 FUNCTION: sound\_force\_const\_sound(sound\_index)  
     sound\_force\_del\_sound in libsound.c, (null)  
 FUNCTION: sound\_make\_var\_sound(sound\_index, pct)  
     calledBy:  
         send\_engine\_sound in m1\_engine.c, (null)  
         sound\_of\_turret\_traversing in m1\_sound.c, (null)  
         sound\_of\_engine in m2\_sound.c, (null)  
 FUNCTION: sound\_get\_var\_sound\_arg(sound\_index, pct, mod)  
     calledBy:  
         sound\_of\_tracks in m1\_sound.c, (null)  
         sound\_of\_tracks in m2\_sound.c, (null)  
 FUNCTION: sound\_make\_arg\_sound(sound\_index, mod)  
     calledBy:  
         sound\_of\_tracks in m1\_sound.c, (null)  
         sound\_of\_tracks in m2\_sound.c, (null)  
 FUNCTION: sound\_make\_del\_sound()  
 FUNCTION: sound\_force\_del\_sound()  
 FUNCTION: sound\_make\_cont\_sound(start\_index, vary\_index, stop\_index, pct)  
     calledBy:  
         sound\_of\_vehicle in kato\_sound.c, (null)  
 FUNCTION: sound\_stop\_cont\_sound(stop\_index, vary\_index)  
     calledBy:  
         sound\_of\_vehicle in kato\_sound.c, (null)

#### **DIRECTORY: ./gt/libsrc/libterrain**

FILE: calc\_elev.c

FUNCTION: terrain\_calc\_elev(out\_patch, location)  
     calledBy:  
         bigwh\_init\_height in init\_suppt.c, (null)  
         get\_height\_under\_wheel in set\_suppt.c, (null)  
         kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)  
         kinematics\_vehicle\_init in veh\_init.c, (null)  
 FUNCTION: check\_polys\_incl(cur\_bucket, location, cur\_height, soil\_type)  
     calledBy:  
         terrain\_calc\_elev in calc\_elev.c, (null)  
 FUNCTION: check\_bvols\_incl(cur\_bucket, location, height)  
     calledBy:  
         terrain\_calc\_elev in calc\_elev.c, (null)  
 FUNCTION: terrain\_get\_height(pt, height\_field)  
     calledBy:  
         check\_polys\_incl in calc\_elev.c, (null)  
 FUNCTION: terrain\_inside(pt, inc\_info, vertex\_list, num\_verts)

calledBy:  
    check\_polys\_incl in calc\_elev.c, (null)  
    check\_bvols\_incl in calc\_elev.c, (null)  
FUNCTION: terrain\_make\_normal(vertex, edge\_list, height\_field)  
calledBy:  
    check\_polys\_incl in calc\_elev.c, (null)  
FUNCTION: terrain\_make\_edges(vertices, edge\_list, vert\_cnt)  
calledBy:  
    check\_polys\_incl in calc\_elev.c, (null)  
    check\_bvols\_incl in calc\_elev.c, (null)  
FILE: get\_size.c  
    FUNCTION: terrain\_get\_patch\_size()  
FILE: get\_soil.c  
    FUNCTION: terrain\_get\_terrain\_type(out\_patch)  
calledBy:  
    get\_current\_soil\_type in m1\_tracks.c, (null)  
    tracks\_get\_dust\_cloud in m1\_tracks.c, (null)  
    drivetrain\_simul in m2\_dtrain.c, (null)  
FILE: lt\_init.c  
    FUNCTION: terrain\_lt\_init(out\_patch)  
calledBy:  
    kinematics\_simul in kin\_simul.c, (null)  
FILE: obstacles.c  
    FUNCTION: terrain\_obstructed(out\_patch, location, radius)  
FILE: preproc.c  
    FUNCTION: terrain\_preproc\_terrain(out\_patch, num\_polys, dgi\_poly\_array,  
        num\_bvols, dgi\_bvol\_array, position)  
calledBy:  
    process\_msg\_local\_terrain in proc\_l\_terr.c, (null)  
    process\_msg\_lt\_piece in proc\_lt\_pi.c, IFDEF OLD  
FUNCTION: terrain\_add\_poly\_ptr(loc\_patch, poly\_to\_add)  
calledBy:  
    terrain\_preproc\_terrain in preproc.c, (null)  
FUNCTION: terrain\_add\_bvol\_ptr(loc\_patch, bvol\_to\_add)  
calledBy:  
    terrain\_preproc\_terrain in preproc.c, (null)  
FILE: terr\_init.c  
    FUNCTION: terrain\_uninit(out\_patch)  
calledBy:  
    terrain\_init in terr\_init.c, (null)  
    hull\_uninit in hull\_init.c, (null)  
    kinematics\_simul in kin\_simul.c, (null)  
FUNCTION: terrain\_init(out\_patch)  
calledBy:  
    bigwheel\_init in bigwh\_init.c, (null)  
FILE: verb\_mode.c  
    FUNCTION: terrain\_verbose\_mode\_on()  
calledBy:  
    main in kato\_main.c, (null)  
    main in m1\_main.c, (null)  
    main in m2\_main.c, (null)

DIRECTORY: ./gt/libsrc/libtimers

FILE: t\_cur\_tick.c

FUNCTION: timers\_get\_current\_tick()

calledBy:

- timed\_printf in timed\_printf.c, IFNDEF\_GT\_
- network\_print\_statistics in nwk\_stats.c, (null)
- network\_check\_veh\_appearance in nwk\_thresh.c, (null)
- veh\_spec\_exit in niu\_main.c, (null)
- veh\_spec\_exit in kato\_main.c, (null)
- meter\_simul in kato\_meter.c, (null)
- network\_print\_statistics in print\_stats.c, (null)
- network\_check\_veh\_appearance in thresh.c, (null)
- process\_msg\_lt\_piece in proc\_lt\_pi.c, IF DEBUG
- sad\_simul in way\_ed.c, (null)
- time\_n\_lases\_ago in m1\_laser.c, (null)
- record\_this\_lase in m1\_laser.c, (null)
- veh\_spec\_exit in m1\_main.c, (null)
- veh\_spec\_exit in m2\_main.c, (null)

FILE: t\_cur\_time.c

FUNCTION: timers\_get\_current\_time()

calledBy:

- veh\_spec\_exit in niu\_main.c, (null)
- veh\_spec\_exit in kato\_main.c, (null)
- veh\_spec\_exit in m1\_main.c, (null)
- veh\_spec\_exit in m2\_main.c, (null)

FILE: t\_data.c

FUNCTION: timers\_get\_data()

calledBy:

- sound\_make\_del\_sound in libsound.c, (null)
- sound\_force\_del\_sound in libsound.c, (null)

FILE: t\_del\_proc.c

FUNCTION: timers\_delay\_proc(ticks, proc, necessary, data)

calledBy:

- sound\_of\_weapons\_impact in libsound.c, (null)
- sound\_we\_just\_died in kato\_sound.c, (null)
- controls\_no\_power\_off in m1\_ctl\_npc.c, (null)
- sound\_we\_just\_died in m1\_sound.c, (null)
- sound\_we\_just\_died in m2\_sound.c, (null)

FILE: t\_free.c

FUNCTION: timers\_free\_timer(index)

calledBy:

- timers\_simul in t\_simul.c, (null)
- ammo\_stop\_resupply\_timer in kato\_ammo.c, (null)
- ammo\_start\_resupply\_receive\_timer in kato\_ammo.c, (null)
- nlos\_stop\_launcher\_timer in kato\_ctl\_nls.c, (null)
- nlos\_stop\_trail\_timer in kato\_nlos.c, (null)
- nlos\_stop\_wait\_for\_good\_agl in kato\_nlos.c, (null)
- nlos\_stop\_pre\_terminal\_timer in kato\_nlos.c, (null)
- ammo\_receive\_request\_state in kato\_resupp.c, (null)
- ammo\_receive\_loading\_state in kato\_resupp.c, (null)
- resupply\_stop\_ammo\_resupply in kato\_resupp.c, (null)
- resupply\_offer\_packet in kato\_resupp.c, (null)
- fail\_simul in f\_simul.c, (null)
- repair\_uninit in repair.c, (null)
- repair\_complete\_repair in repair.c, (null)

repair\_start\_self\_repair in repair.c, (null)  
bloom\_sensor in het\_bloom.c, (null)  
check\_bloom\_timer in het\_bloom.c, (null)  
one\_tick\_bloom in het\_bloom.c, (null)  
impact\_goggles in het\_goggles.c, (null)  
check\_goggles\_timer in het\_goggles.c, (null)  
ammo\_start\_resupply\_receive\_timer in ammo.c, (null)  
ammo\_stop\_resupply\_timer in ammo.c, (null)  
fuel\_stop\_resupply in fuelsys.c, (null)  
ammo\_start\_resupply\_receive\_timer in newammo.c, (null)  
ammo\_stop\_resupply\_timer in newammo.c, (null)  
ammo\_receive\_request\_state in resupp.c, (null)  
fuel\_receive\_request\_state in resupp.c, (null)  
fuel\_receive\_loading\_state in resupp.c, (null)  
resupply\_stop\_ammo\_resupply in resupp.c, (null)  
resupply\_offer\_packet in resupp.c, (null)  
resupply\_thank\_you\_packet in resupp.c, (null)  
ammo\_send\_servicing\_state in resupp.c, (null)  
resupply\_feed\_me\_packet in resupp.c, (null)  
ammo\_start\_loader\_timer in m1\_ammo.c, (null)  
ammo\_stop\_loader\_timer in m1\_ammo.c, (null)  
ammo\_start\_blast\_door\_timer in m1\_ammo.c, (null)  
ammo\_stop\_blast\_door\_timer in m1\_ammo.c, (null)  
ammo\_blast\_door\_check in m1\_ammo.c, (null)  
ammo\_resupply\_receive\_timeout\_check in m1\_ammo.c, (null)  
ammo\_start\_resupply\_receive\_timer in m1\_ammo.c, (null)  
ammo\_stop\_resupply\_receive\_timer in m1\_ammo.c, (null)  
ammo\_stop\_timers in m1\_ammo.c, (null)  
bcs\_turn\_computer\_off in m1\_bcs.c, (null)  
bcs\_check\_bootup in m1\_bcs.c, (null)  
controls\_engine\_lamp\_check in m1\_ctl\_mpc.c, (null)  
controls\_engine\_lamp\_exit in m1\_ctl\_mpc.c, (null)  
controls\_engine\_abort\_check in m1\_ctl\_mpc.c, (null)  
controls\_engine\_abort\_exit in m1\_ctl\_mpc.c, (null)  
controls\_engine\_started in m1\_ctl\_mpc.c, (null)  
controls\_engine\_spooling\_down in m1\_ctl\_mpc.c, (null)  
controls\_engine\_abort in m1\_ctl\_mpc.c, (null)  
controls\_odometer\_pulse in m1\_ctl\_npc.c, (null)  
controls\_odometer\_check in m1\_ctl\_npc.c, (null)  
controls\_odometer\_exit in m1\_ctl\_npc.c, (null)  
electsys\_simul in m1\_elecsys.c, (null)  
electsys\_engine\_start\_request in m1\_elecsys.c, (null)  
fuel\_check\_xfer\_timer in m1\_fuelsys.c, (null)  
fuel\_master\_power\_off in m1\_fuelsys.c, (null)  
fuel\_stop\_resupply in m1\_fuelsys.c, (null)  
repair\_request in m1\_repair.c, (null)  
repair\_request\_state in m1\_repair.c, (null)  
resupply\_offer\_packet in m1\_resupp.c, (null)  
resupply\_thank\_you\_packet in m1\_resupp.c, (null)  
resupply\_feed\_me\_packet in m1\_resupp.c, (null)  
ammo\_receive\_request\_state in m1\_resupp.c, (null)  
fuel\_receive\_request\_state in m1\_resupp.c, (null)  
ammo\_send\_servicing\_state in m1\_resupp.c, (null)  
resupply\_stop\_ammo\_resupply in m1\_resupp.c, (null)

resupply\_stop\_fuel\_resupply in m1\_resupp.c, (null)  
stop\_cooldown\_timer in m1\_thermal.c, (null)  
bcs\_simul in m2\_bcs.c, (null)  
bcs\_turn\_computer\_off in m2\_bcs.c, (null)  
controls\_odometer\_pulse in m2\_ctl\_hnp.c, (null)  
controls\_odometer\_check in m2\_ctl\_hnp.c, (null)  
controls\_odometer\_exit in m2\_ctl\_hnp.c, (null)  
fuel\_stop\_resupply in m2\_fuelsys.c, (null)  
repair\_request in m2\_repair.c, (null)  
repair\_request\_state in m2\_repair.c, (null)  
resupply\_offer\_packet in m2\_resupp.c, (null)  
resupply\_thank\_you\_packet in m2\_resupp.c, (null)  
resupply\_feed\_me\_packet in m2\_resupp.c, (null)  
ammo\_receive\_request\_state in m2\_resupp.c, (null)  
fuel\_receive\_request\_state in m2\_resupp.c, (null)  
ammo\_send\_servicing\_state in m2\_resupp.c, (null)  
resupply\_stop\_ammo\_resupply in m2\_resupp.c, (null)  
resupply\_stop\_fuel\_resupply in m2\_resupp.c, (null)

FILE: t\_get\_timer.c

FUNCTION: timers\_get\_timer(ticks)

timers\_delay\_proc in t\_del\_proc.c, (null)  
ammo\_start\_resupply\_receive\_timer in kato\_ammo.c, (null)  
nlos\_pdp\_left\_depressed in kato\_ctl\_nls.c, (null)  
nlos\_pdp\_center\_depressed in kato\_ctl\_nls.c, (null)  
nlos\_pdp\_right\_depressed in kato\_ctl\_nls.c, (null)  
nlos\_simul in kato\_nlos.c, (null)  
nlos\_launch in kato\_nlos.c, (null)  
nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
ammo\_receive\_quiet\_state in kato\_resupp.c, (null)  
ammo\_receive\_request\_state in kato\_resupp.c, (null)  
resupply\_offer\_packet in kato\_resupp.c, (null)  
repair\_start\_self\_repair in repair.c, (null)  
bloom\_act in het\_bloom.c, (null)  
impact\_goggles in het\_goggles.c, (null)  
het\_init in het\_kin.c, (null)  
ammo\_start\_resupply\_receive\_timer in ammo.c, (null)  
fuel\_start\_external\_resupply in fuelsys.c, (null)  
ammo\_receive\_quiet\_state in resupp.c, (null)  
fuel\_receive\_quiet\_state in resupp.c, (null)  
ammo\_receive\_request\_state in resupp.c, (null)  
fuel\_receive\_request\_state in resupp.c, (null)  
resupply\_offer\_packet in resupp.c, (null)  
resupply\_feed\_me\_packet in resupp.c, (null)  
ammo\_start\_loader\_timer in m1\_ammo.c, (null)  
ammo\_start\_blast\_door\_timer in m1\_ammo.c, (null)  
ammo\_start\_resupply\_receive\_timer in m1\_ammo.c, (null)  
bcs\_boot\_computer in m1\_bcs.c, (null)  
controls\_engine\_started in m1\_ctl\_mpc.c, (null)  
controls\_engine\_abort in m1\_ctl\_mpc.c, (null)  
controls\_odometer\_pulse in m1\_ctl\_npc.c, (null)  
electsys\_engine\_start\_request in m1\_electsys.c, (null)  
fuel\_master\_power\_on in m1\_fuelsys.c, (null)  
fuel\_start\_external\_resupply in m1\_fuelsys.c, (null)  
repair\_quiet\_state in m1\_repair.c, (null)

```

repair_request_state in m1_repair.c, (null)
resupply_offer_packet in m1_resupp.c, (null)
resupply_feed_me_packet in m1_resupp.c, (null)
ammo_receive_quiet_state in m1_resupp.c, (null)
fuel_receive_quiet_state in m1_resupp.c, (null)
ammo_receive_request_state in m1_resupp.c, (null)
fuel_receive_request_state in m1_resupp.c, (null)
start_timing_cooldown_delay in m1_thermal.c, (null)
bcs_turn_computer_on in m2_bcs.c, (null)
controls_odometer_pulse in m2_ctl_hnp.c, (null)
fuel_start_external_resupply in m2_fuelsys.c, (null)
repair_quiet_state in m2_repair.c, (null)
repair_request_state in m2_repair.c, (null)
resupply_offer_packet in m2_resupp.c, (null)
resupply_feed_me_packet in m2_resupp.c, (null)
ammo_receive_quiet_state in m2_resupp.c, (null)
fuel_receive_quiet_state in m2_resupp.c, (null)
ammo_receive_request_state in m2_resupp.c, (null)
fuel_receive_request_state in m2_resupp.c, (null)

```

FILE: t\_in\_use.c

```

FUNCTION: timers_get_in_use_status(index)
        bcs_computer_status in m1_bcs.c, (null)
        bcs_check_bootup in m1_bcs.c, (null)
        bcs_simul in m2_bcs.c, (null)

```

FILE: t\_init.c

```

FUNCTION: timers_init()
        calledBy:
            simulation_state_machine in stt_machine.c, (null)
            simulation_state_machine in main.c, (null)

```

FILE: t\_loc.c

FILE: t\_milli.c

```

FUNCTION: timers_elapsed_milliseconds()
        calledBy:
            veh_spec_exit in niu_main.c, (null)
            veh_spec_exit in kato_main.c, (null)
            send_exercise_status_pkt in ex_status.c, (null)
            send_exercise_status_trans in ex_status.c, (null)
            send_simulation_status_pkt in sim_status.c, (null)
            send_simulation_status_trans in sim_status.c, (null)
            veh_spec_exit in m1_main.c, (null)
            veh_spec_exit in m2_main.c, (null)

```

FILE: t\_null\_proc.c

```

FUNCTION: timers_null_proc()

```

FILE: t\_reset.c

```

FUNCTION: timers_reset_timeout_edge(index)

```

FILE: t\_restart.c

```

FUNCTION: timers_restart_timer(index)

```

FILE: t\_set\_null.c

```

FUNCTION: timers_set_null_timer()
        calledBy:
            ammo_stop_resupply_timer in kato_ammo.c, (null)
            fail_simul in f_simul.c, (null)
            repair_uninit in repair.c, (null)
            repair_complete_repair in repair.c, (null)

```



```

repair_start_self_repair in repair.c, (null)
ammo_stop_resupply_timer in ammo.c, (null)
ammo_stop_resupply_timer in newammo.c, (null)
ammo_init in m1_ammo.c, (null)
ammo_stop_loader_timer in m1_ammo.c, (null)
ammo_stop_blast_door_timer in m1_ammo.c, (null)
ammo_blast_door_check in m1_ammo.c, (null)
ammo_resupply_receive_timeout_check in m1_ammo.c, (null)
ammo_stop_resupply_receive_timer in m1_ammo.c, (null)
ammo_stop_timers in m1_ammo.c, (null)
bcs_init in m1_bcs.c, (null)
bcs_turn_computer_off in m1_bcs.c, (null)
bcs_check_bootup in m1_bcs.c, (null)
controls_mpc_init in m1_ctl_mpc.c, (null)
controls_engine_lamp_check in m1_ctl_mpc.c, (null)
controls_engine_lamp_exit in m1_ctl_mpc.c, (null)
controls_engine_abort_check in m1_ctl_mpc.c, (null)
controls_engine_abort_exit in m1_ctl_mpc.c, (null)
controls_engine_spooling_down in m1_ctl_mpc.c, (null)
controls_npc_init in m1_ctl_npc.c, (null)
controls_odometer_check in m1_ctl_npc.c, (null)
controls_odometer_exit in m1_ctl_npc.c, (null)
stop_cooldown_timer in m1_thermal.c, (null)
bcs_simul in m2_bcs.c, (null)
bcs_turn_computer_off in m2_bcs.c, (null)
controls_hnp_init in m2_ctl_hnp.c, (null)
controls_odometer_check in m2_ctl_hnp.c, (null)
controls_odometer_exit in m2_ctl_hnp.c, (null)

```

FILE: t\_simul.c

FUNCTION: timers\_simul()

```

simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

```

FILE: t\_start.c

FUNCTION: timers\_init\_starttime()

calledBy:

```

simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)

```

FILE: t\_status.c

FUNCTION: timers\_status()

calledBy:

```

keyboard_simul in niu_keybrd.c, (null)
keyboard_simul in kato_keybrd.c, (null)
keyboard_simul in m1_keybrd.c, (null)
keyboard_simul in m2_keybrd.c, (null)

```

FILE: t\_stop.c

FUNCTION: timers\_stop\_timer(index)

FILE: t\_stopped.c

FUNCTION: timers\_get\_stopped\_status(index)

FILE: t\_ticking.c

FUNCTION: timers\_get\_ticking\_status(index)

calledBy:

```

bcs_check_bootup in m1_bcs.c, (null)
electsys_simul in m1_electsys.c, (null)
fuel_simul in m1_fuelsys.c, (null)

```

fuel\_check\_xfer\_timer in m1\_fuelsys.c, (null)

bcs\_simul in m2\_bcs.c, (null)

fuel\_simul in m2\_fuelsys.c, (null)

FILE: t\_ticks.c

FUNCTION: timers\_get\_ticks\_left(index)

FILE: t\_timeout.c

FUNCTION: timers\_get\_timeout\_edge(index)

calledBy::

ammo\_resupply\_receive\_timeout\_check in kato\_ammo.c, (null)

controls\_nlos\_simul in kato\_ctl\_nls.c, (null)

nlos\_simul in kato\_nlos.c, (null)

nlos\_update\_nlos\_mode in kato\_nlos.c, (null)

ammo\_receive\_request\_state in kato\_resupp.c, (null)

fail\_simul in f\_simul.c, (null)

check\_bloom\_timer in het\_bloom.c, (null)

check\_goggles\_timer in het\_goggles.c, (null)

het\_simul in het\_kin.c, (null)

ammo\_resupply\_receive\_timeout\_check in ammo.c, (null)

fuel\_resupply\_receive\_timeout\_check in fuelsys.c, (null)

ammo\_resupply\_receive\_timeout\_check in newammo.c, (null)

ammo\_receive\_request\_state in resupp.c, (null)

fuel\_receive\_request\_state in resupp.c, (null)

ammo\_send\_servicing\_state in resupp.c, (null)

ammo\_breach\_ready in m1\_ammo.c, (null)

ammo\_blast\_door\_check in m1\_ammo.c, (null)

ammo\_resupply\_receive\_timeout\_check in m1\_ammo.c, (null)

controls\_engine\_lamp\_check in m1\_ctl\_mpc.c, (null)

controls\_engine\_abort\_check in m1\_ctl\_mpc.c, (null)

controls\_odometer\_check in m1\_ctl\_npc.c, (null)

repair\_request\_state in m1\_repair.c, (null)

ammo\_receive\_request\_state in m1\_resupp.c, (null)

fuel\_receive\_request\_state in m1\_resupp.c, (null)

ammo\_send\_servicing\_state in m1\_resupp.c, (null)

thermal\_cooldown\_timeout\_check in m1\_thermal.c, (null)

controls\_odometer\_check in m2\_ctl\_hnp.c, (null)

repair\_request\_state in m2\_repair.c, (null)

ammo\_receive\_request\_state in m2\_resupp.c, (null)

fuel\_receive\_request\_state in m2\_resupp.c, (null)

ammo\_send\_servicing\_state in m2\_resupp.c, (null)

## DIRECTORY: ./gt/libsrc/libtrack

FILE: ivsvrif.c

FUNCTION: SubmitIvsvrRequest(sensor, request)

FUNCTION: CancelIvsvrRequest(sensor, request)

FUNCTION: ProcessIvsvrResponse(sensor, response)

FUNCTION: ResponseFromIvsvr(requestID, obscured)

FILE: lrfif.c

FUNCTION: SubmitLrfRequest(sensor, request)

FUNCTION: CancelLrfRequest(sensor, request)

FUNCTION: ProcessLrfResponse(sensor, response)

FUNCTION: ResponseFromLRF(lrfRequestID, sensorID, range)

FUNCTION: RequestAboutToBePostedByLRF(lrfRequestID, sensorID)

FILE: object.c

FUNCTION: AllocTObject(type)  
    calledBy:  
        TrackAcquire in track.c, (null)

FUNCTION: FreeTObject(object)  
    calledBy:  
        TrackUpdate in track.c, (null)  
        TrackAcquire in track.c, (null)  
        TrackSensorOff in track.c, (null)

FUNCTION: LinkTObject(sensor, object)  
    calledBy:  
        TrackAcquire in track.c, (null)

FUNCTION: UnlinkTObject(sensor, object)  
    calledBy:  
        TrackUpdate in track.c, (null)  
        TrackSensorOff in track.c, (null)

FUNCTION: SaveRangeSquaredToObject(sensor, object)  
    calledBy:  
        RequestAboutToBePostedByLRF in lrfif.c, (null)

FUNCTION: GetRangeSquaredToObject(object, next)  
    calledBy:  
        ProcessLrfResponse in lrfif.c, (null)

FUNCTION: CalculateRangeSquaredToObject(sensor, object)  
    calledBy:  
        ProcessIvsrvResponse in ivsvrif.c, (null)  
        SaveRangeSquaredToObject in object.c, (null)

FUNCTION: LocationVehicle(object, location)

FUNCTION: RotationVehicle(object, rotation)

FUNCTION: TypeVehicle(object)

FUNCTION: TObjectExists(object)  
    calledBy:  
        ProcessIvsrvResponse in ivsvrif.c, (null)  
        ProcessLrfResponse in lrfif.c, (null)  
        TrackUpdate in track.c, (null)

FUNCTION: TObjectTheSame(object, anotherObject)

FUNCTION: \_DumpTObject(indent, object)  
    calledBy:  
        \_DumpSensor in sensor.c, (null)

FILE: request.c

FUNCTION: AllocRequest(intervisibility)  
    calledBy:  
        TrackAcquire in track.c, (null)  
        TrackLock in track.c, (null)

FUNCTION: FreeRequest(request)  
    calledBy:  
        AllocRequest in request.c, (null)  
        AllocResponse in response.c, (null)  
        TrackUpdate in track.c, (null)  
        TrackAcquire in track.c, (null)  
        TrackSensorOff in track.c, (null)

FUNCTION: GetRequestWithLrfRequestID(sensor, lrfRequestID)  
    calledBy:  
        ProcessLrfResponse in lrfif.c, (null)  
        RequestAboutToBePostedByLRF in lrfif.c, (null)

FUNCTION: GetRequestWithRequestID(sensor, requestID)

calledBy:  
    ProcessIvsvrResponse in ivsvrif.c, (null)  
    GetRequestWithOnlyRequestID in request.c, (null)  
FUNCTION: GetRequestWithObject(sensor, object)  
    calledBy:  
        TrackLock in track.c, (null)  
        TrackDontLock in track.c, (null)  
        TrackBreakLock in track.c, (null)  
FUNCTION: GetRequestWithOnlyRequestID(requestID)  
    calledBy:  
        ResponseFromIvsvr in ivsvrif.c, (null)  
FUNCTION: LinkRequest(sensor, request)  
    calledBy:  
        TrackUpdate in track.c, (null)  
        TrackAcquire in track.c, (null)  
FUNCTION: UnlinkRequest(sensor, request)  
    calledBy:  
        TrackUpdate in track.c, (null)  
        TrackSensorOff in track.c, (null)  
FUNCTION: \_DumpRequest(indent, request)  
    calledBy:  
        \_DumpSensor in sensor.c, (null)  
FILE: response.c  
FUNCTION: AllocResponse(intervisibility)  
    calledBy:  
        ResponseFromIvsvr in ivsvrif.c, (null)  
        ResponseFromLRF in lrif.c, (null)  
        TrackAcquire in track.c, (null)  
FUNCTION: FreeResponse(response)  
    calledBy:  
        TrackUpdate in track.c, (null)  
        TrackSensorOff in track.c, (null)  
FUNCTION: LinkResponse(sensor, response)  
    calledBy:  
        ResponseFromIvsvr in ivsvrif.c, (null)  
        ResponseFromLRF in lrif.c, (null)  
        TrackAcquire in track.c, (null)  
FUNCTION: UnlinkResponse(sensor, response)  
    calledBy:  
        TrackUpdate in track.c, (null)  
        TrackSensorOff in track.c, (null)  
FUNCTION: ProcessNullResponse(sensor, response)  
FUNCTION: \_DumpResponse(indent, response)  
    calledBy:  
        \_DumpSensor in sensor.c, (null)  
FILE: sensor.c  
FUNCTION: AllocSensor()  
    calledBy:  
        TrackSensorInit in track.c, (null)  
FUNCTION: FreeSensor(sensor)  
    calledBy:  
        TrackSensorUnInit in track.c, (null)  
FUNCTION: GetSensorWithID(sensorID)  
    calledBy:

ResponseFromLRF in lrif.c, (null)  
RequestAboutToBePostedByLRF in lrif.c, (null)  
TrackSensorUnInit in track.c, (null)  
TrackUpdate in track.c, (null)  
TrackAcquire in track.c, (null)  
TrackSensorOn in track.c, (null)  
TrackSensorOff in track.c, (null)  
TrackLock in track.c, (null)  
TrackDontLock in track.c, (null)  
TrackBreakLock in track.c, (null)  
TrackSetPersistence in track.c, (null)  
TrackSetIntervisibility in track.c, (null)  
TrackSetMaxResponses in track.c, (null)  
TrackSetVehicleID in track.c, (null)  
TrackDump in track.c, (null)  
FUNCTION: LinkSensor(sensor)  
    calledBy:  
        TrackSensorInit in track.c, (null)  
FUNCTION: UnlinkSensor(sensor)  
    calledBy:  
        TrackSensorUnInit in track.c, (null)  
FUNCTION: SaveSensorState(sensor, location, boresight)  
    calledBy:  
        TrackUpdate in track.c, (null)  
        TrackAcquire in track.c, (null)  
FUNCTION: GetSensorList()  
    calledBy:  
        GetRequestWithOnlyRequestID in request.c, (null)  
FUNCTION: \_DumpSensor(indent, sensor)  
    calledBy:  
        TrackDump in track.c, (null)  
FILE: track.c  
    FUNCTION: TrackSensorInit(lockFunc, breakLockFunc, detectibilityFunc, pelFunc,  
        updateFunc, detectibilityThreshold, retSensorID)  
    FUNCTION: TrackSensorUnInit(sensorID)  
    FUNCTION: TrackUpdate(sensorID, vehicleListID, location, boresight)  
    FUNCTION: TrackAcquire(sensorID, vehicleListID, location, boresight)  
    FUNCTION: TrackSensorOn(sensorID)  
        calledBy:  
            TrackSensorInit in track.c, (null)  
    FUNCTION: TrackSensorOff(sensorID)  
        calledBy:  
            TrackSensorUnInit in track.c, (null)  
    FUNCTION: TrackErrString()  
        calledBy:  
            ProcessIvsvrResponse in ivsvrif.c, (null)  
            ResponseFromIvsvr in ivsvrif.c, (null)  
            ProcessLrfResponse in lrif.c, (null)  
            ResponseFromLRF in lrif.c, (null)  
    FUNCTION: TrackLock(sensorID, object)  
    FUNCTION: TrackDontLock(sensorID, object)  
    FUNCTION: TrackBreakLock(sensorID, object)  
    FUNCTION: TrackSetPersistence(sensorID, persistence)  
    FUNCTION: TrackSetIntervisibility(sensorID, str)

FUNCTION: TrackSetMaxResponses(sensorID, number)

FUNCTION: TrackSetVehicleID(sensorID, vehicleID)

FUNCTION: TrackDump(sensorID)

**DIRECTORY: ./gt/libsrc/libutil**

FILE: beep.c

FUNCTION: beep(count)

calledBy:

process\_msg\_hit in kato\_cig.c, IFDEF old

process\_deactivate\_me in deactivate.c, (null)

FILE: clear\_screen.c

FUNCTION: clear\_screen()

calledBy:

print\_veh\_logo in niu\_main.c, IFNDEF GT\_

enter\_gracefully in calibrate.c, (null)

calib\_create\_mode in calibrate.c, (null)

calib\_edit\_mode in calibrate.c, (null)

get\_calib\_values in calibrate.c, (null)

enter\_gracefully in ncalib.c, (null)

calib\_create\_mode in ncalib.c, (null)

calib\_edit\_mode in ncalib.c, (null)

get\_calib\_values in ncalib.c, (null)

main in panel\_test.c, (null)

enter\_gracefully in panel\_test.c, (null)

output\_alpha\_test in pnl\_tst\_alp.c, (null)

output\_binary\_test in pnl\_tst\_bin.c, (null)

output\_digital\_test in pnl\_tst\_dig.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)

input\_test in pnl\_tst\_inp.c, (null)

output\_meter\_test in pnl\_tst\_met.c, (null)

output\_sad\_test in pnl\_tst\_sad.c, (null)

output\_sound\_test in pnl\_tst\_snd.c, (null)

main in panel\_test.c, (null)

enter\_gracefully in panel\_test.c, (null)

output\_alpha\_test in pnl\_tst\_alp.c, (null)

output\_binary\_test in pnl\_tst\_bin.c, (null)

output\_digital\_test in pnl\_tst\_dig.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)

input\_test in pnl\_tst\_inp.c, (null)

output\_meter\_test in pnl\_tst\_met.c, (null)

output\_sad\_test in pnl\_tst\_sad.c, (null)

output\_sound\_test in pnl\_tst\_snd.c, (null)

FILE: cp\_2\_TF1.c

FUNCTION: copy\_to\_TF1(src\_mtx, src\_vec, dst)

cig\_msg\_append\_rts4x3\_matrix in app\_rts4x3.c, (null)

cig\_read\_configfile in config\_read.c, (null)

send\_buffer in config\_read.c, (null)

cig\_read\_configfile in config\_read.c, (null)

send\_buffer in config\_read.c, (null)

cig\_msg\_prepend\_genveh\_state in pre\_genveh.c, (null)

cig\_msg\_prepend\_rts4x3\_matrix in pre\_rts4x3.c, (null)

FILE: cp\_R4P3D.c

FUNCTION: copy\_R4P3D(src, dst)

```

        calledBy:
            cig_msg_append_show_effect in app_show_eff.c, (null)
            push_msg_hit in pre_hit.c, (null)
            cig_msg_prepend_show_effect in pre_show_eff.c, (null)
FILE: cp_TF1.c
    FUNCTION: copy_TF1(src, dst)
FILE: cp_TF2.c
    FUNCTION: copy_TF2(src, dst)
        calledBy:
            cig_msg_prepend_gun_overlay in pre_gun_over.c, (null)
FILE: cp_Xrot2TF2.c
    FUNCTION: copy_X_rot_to_TF2(src, dst)
        calledBy:
            cig_msg_prepend_eo in pre_eo.c, (null)
FILE: cp_Yrot2TF2.c
    FUNCTION: copy_Y_rot_to_TF2(src, dst)
FILE: cp_Zrot2TF2.c
    FUNCTION: copy_Z_rot_to_TF2(src, dst)
        calledBy:
            cig_msg_prepend_eo in pre_eo.c, (null)
            cig_prepare_buffer in ml_cig.c, (null)
FILE: database.c
    FUNCTION: util_set_database_name(db)
        calledBy:
            cig_use_database_named in use_dl_named.c, (null)
    FUNCTION: util_get_database_name()
        calledBy:
            sad_get_database_map_info in database.c, (null)
FILE: dead_zone.c
    FUNCTION: add_dead_zone(control, dead_zone)
FILE: deg.c
    FUNCTION: sin_cos_to_deg(s, c)
        calledBy:
            parameters_calc in parameters.c, (null)
            orientation_calc in parameters.c, (null)
FILE: dump_core.c
    FUNCTION: dump_core()
        calledBy:
            network_send_missile_appearance in amissile_app.c, (null)
            format_vehicle_appearance in appearance.c, IF 0
            format_stealth_appearance in appearance.c, IF 0
            network_send_missile_appearance in missile.c, IFDEF notdef
FILE: error_printf.c
    FUNCTION: error_printf(function_name, ctl, args)
        calledBy:
            aero_calc in aero_calc.c, (null)
            stroke_calc in m2_cntrlr.c, (null)
            tracks_get_dust_cloud in m2_dust.c, (null)
            engine_simul in m2_engine.c, (null)
            engine_start in m2_engine.c, (null)
            transmission_simul in m2_trans.c, (null)
    FUNCTION: error_printf(va_alist)
        calledBy:
            aero_calc in aero_calc.c, (null)

```

```

        stroke_calc in m2_cntrlr.c, (null)
        tracks_get_dust_cloud in m2_dust.c, (null)
        engine_simul in m2_engine.c, (null)
        engine_start in m2_engine.c, (null)
        transmission_simul in m2_trans.c, (null)
FILE: foo_printf.c
    FUNCTION: foo_printf(va_alist)
FILE: format.c
    FUNCTION: strchr(s, c)
        calledBy:
            find_arg_type in format.c, IFDEF _GT_
            format_decoder in format.c, IFDEF _GT_
            find_arg_type in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
            format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
    FUNCTION: find_arg_type(s)
        calledBy:
            format_decoder in format.c, IFDEF _GT_
            format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
    FUNCTION: format_decoder(buf_addr, fmt, ap)
        calledBy:
            ParsePrint in par_unix.c, IFDEF _GT_
            in timed_printf.c, IFDEF _GT_
    FUNCTION: copybuf(buf, start, end)
        calledBy:
            format_decoder in format.c, IFDEF _GT_
            format_decoder in format.c, IFDEF SEE_LIB_USEFUL_IN_COMMON
    FUNCTION: DuMmYfUnCtIoN()
FILE: load_var.c
    FUNCTION: init_variable_list()
    FUNCTION: add_variable_name(v_name, func_P)
    FUNCTION: read_variable_file(in_file)
FILE: pr_R4P3D.c
    FUNCTION: print_R4P3D(rp, s)
        calledBy:
            print_msg_hit in pr_hit.c, (null)
            print_msg_hit_return in pr_hit_rtn.c, (null)
            print_msg_local_terrain in pr_loc_terr.c, (null)
            print_msg_process_round in pr_proc_rnd.c, (null)
            print_msg_round_fired in pr_rnd_fired.c, (null)
            print_msg_show_effect in pr_show_eff.c, (null)
            print_msg_traj_chord in pr_traj_chrd.c, (null)
FILE: pr_TF1.c
    FUNCTION: print_TF1(tf, s)
        calledBy:
            print_msg_otherveh_state in pr_otherveh.c, (null)
            print_msg_staticveh_state in pr_staticveh.c, (null)
FILE: pr_TF2.c
    FUNCTION: print_TF2(tf, s)
        calledBy:
            print_msg_otherveh_state in pr_otherveh.c, (null)
            print_msg_rtn_lt in pr_rtn_lt.c, (null)
            print_msg_staticveh_state in pr_staticveh.c, (null)
FILE: strtok.c
    FUNCTION: strtok_skip(str, col)

```



calledBy:  
 strtok in strtok.c, IFNDEF MASSCOMP  
 FUNCTION: strtok\_find(str, col)  
 calledBy:  
 strtok in strtok.c, IFNDEF MASSCOMP  
 FUNCTION: strtok(str, col)  
 calledBy:  
 AssocReadParams in params.c, (null)  
 map\_read\_asid\_file in map\_asid.c, (null)  
 main\_read\_pars\_file in stt\_pars.c, (null)  
 cfail\_cdamage\_init in c\_init.c, (null)  
 bl\_read in het\_bl.c, (null)  
 het\_calib\_read\_calib\_file in het\_calib.c, (null)  
 read\_data in het\_data.c, (null)  
 sb\_read in het\_sb.c, (null)  
 sc\_read in het\_sc.c, (null)  
 main\_process\_pars\_arg in read\_pars.c, (null)  
 msg\_read\_params in msg\_pars.c, (null)  
 recall\_waypoints in way\_ed.c, (null)  
 FILE: t\_mat\_dump.c  
 FUNCTION: timed\_mat\_dump(str, mat)  
 FILE: t\_vec\_dump.c  
 FUNCTION: timed\_vec\_dump(str, v)  
 FILE: timed\_printf.c  
 FUNCTION: timed\_printf(ctl, args)  
 calledBy:  
 timed\_mat\_dump in t\_mat\_dump.c, (null)  
 timed\_vec\_dump in t\_vec\_dump.c, (null)  
 ldam\_check\_sensor\_blackout in het\_bo.c, (null)  
 het\_simul in het\_inter.c, IFDEF DEBUG\_HET  
 compute\_eye\_coordinates in het\_inter.c, IFDEF DEBUG\_HET  
 missile\_nlos\_fly in miss\_nlos.c, (null)  
 ammo\_start\_external\_resupply in ammo.c, IF DEBUG  
 ammo\_receive\_quiet\_state in resupp.c, IF DEBUG  
 ammo\_receive\_request\_state in resupp.c, IF DEBUG  
 ammo\_receive\_loading\_state in resupp.c, IF DEBUG  
 empty\_veh\_spec\_resupply in resupp.c, IF DEBUG  
 resupply\_offer\_packet in resupp.c, IF DEBUG\_OFFER  
 resupply\_offer\_packet in resupp.c, IF DEBUG  
 FUNCTION: timed\_printf(va\_alist)  
 timed\_mat\_dump in t\_mat\_dump.c, (null)  
 timed\_vec\_dump in t\_vec\_dump.c, (null)  
 ldam\_check\_sensor\_blackout in het\_bo.c, (null)  
 het\_simul in het\_inter.c, IFDEF DEBUG\_HET  
 compute\_eye\_coordinates in het\_inter.c, IFDEF DEBUG\_HET  
 missile\_nlos\_fly in miss\_nlos.c, (null)  
 ammo\_start\_external\_resupply in ammo.c, IF DEBUG  
 ammo\_receive\_quiet\_state in resupp.c, IF DEBUG  
 ammo\_receive\_request\_state in resupp.c, IF DEBUG  
 ammo\_receive\_loading\_state in resupp.c, IF DEBUG  
 empty\_veh\_spec\_resupply in resupp.c, IF DEBUG  
 resupply\_offer\_packet in resupp.c, IF DEBUG\_OFFER  
 resupply\_offer\_packet in resupp.c, IF DEBUG  
 FUNCTION: (timers\_get\_current\_tick()% interval == 0)

FUNCTION: timed\_printf\_set(val)

calledBy:

kato\_init in kato\_simul.c, (null)

weapons\_init in m1\_weapons.c, (null)

powertrain\_init in m2\_pttrain.c, (null)

**DIRECTORY: ./gt/niu**

No files defined.

**DIRECTORY: ./gt/niu/bin**

No files defined.

**DIRECTORY: ./gt/niu/data**

No files defined.

**DIRECTORY: ./gt/niu/include**

No files defined.

**DIRECTORY: ./gt/niu/lib**

No files defined.

**DIRECTORY: ./gt/niu/libsrc**

No files defined.

**DIRECTORY: ./gt/niu/libsrc/libappmsg**

FILE: app\_end.c

FUNCTION: msg\_append\_end\_in\_send\_buffer()

calledBy:

msg\_prepend\_overall\_header in pre\_overall.c, (null)

FILE: app\_veh.c

FUNCTION: msg\_append\_vehicle\_init\_in\_send\_buffer()

calledBy:

msg\_bld\_vehicle\_buffer in bld\_updates.c, (null)

FUNCTION: msg\_append\_vehicle\_update\_in\_send\_buffer()

calledBy:

msg\_bld\_vehicle\_buffer in bld\_updates.c, (null)

FILE: bld\_activ.c

FUNCTION: msg\_process\_nwk\_activate\_req(p)

FUNCTION: msg\_process\_nwk\_activate\_rsp(p)

FUNCTION: msg\_bld\_activate\_req(p, hdr)

calledBy:

msg\_process\_nwk\_activate\_req in bld\_activ.c, (null)

FUNCTION: msg\_bld\_activate\_rsp(p, hdr)

calledBy:

msg\_process\_nwk\_activate\_rsp in bld\_activ.c, (null)

FUNCTION: msg\_print\_activate\_req(mb)

calledBy:

msg\_print\_buffer in prnt\_buf.c, (null)

FUNCTION: msg\_print\_activate\_rsp(mb)

calledBy:

msg\_print\_buffer in prnt\_buf.c, (null)

FUNCTION: msg\_fgets\_activate\_req(fd, mb)

```
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
  FUNCTION: msg_fgets_activate_rsp(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_collide.c
  FUNCTION: msg_process_nwk_collision(p)
  FUNCTION: msg_bld_collision(p, hdr)
    calledBy:
      msg_process_nwk_collision in bld_collide.c, (null)
  FUNCTION: msg_print_collision(mb)
    calledBy:
      msg_print_buffer in prnt_buf.c, (null)
  FUNCTION: msg_fgets_collision(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_deactiv.c
  FUNCTION: msg_process_nwk_deactivate_req(p)
    calledBy:
      process_deactivate_other in nwk_deact.c, (null)
  FUNCTION: msg_process_nwk_deactivate_rsp(p)
  FUNCTION: msg_bld_deactivate_req(p, hdr)
    calledBy:
      msg_process_nwk_deactivate_req in bld_deactiv.c, (null)
  FUNCTION: msg_bld_deactivate_rsp(p, hdr)
    calledBy:
      msg_process_nwk_deactivate_rsp in bld_deactiv.c, (null)
  FUNCTION: msg_print_deactivate_req(mb)
    calledBy:
      msg_print_buffer in prnt_buf.c, (null)
  FUNCTION: msg_print_deactivate_rsp(mb)
    calledBy:
      msg_print_buffer in prnt_buf.c, (null)
  FUNCTION: msg_fgets_deactivate_req(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
  FUNCTION: msg_fgets_deactivate_rsp(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_fire.c
  FUNCTION: msg_process_nwk_fire(p)
    calledBy:
      process_fire in nwk_fire.c, (null)
  FUNCTION: msg_bld_fire(p, hdr)
    calledBy:
      msg_process_nwk_fire in bld_fire.c, (null)
  FUNCTION: msg_print_fire(mb)
    calledBy:
      msg_print_buffer in prnt_buf.c, (null)
  FUNCTION: msg_fgets_fire(fd, mb)
    calledBy:
      msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_impact.c
  FUNCTION: msg_process_nwk_impact(p)
```

```
    calledBy:
        process_hit_other in nwk_impact.c, (null)
FUNCTION: msg_bld_impact(p, hdr)
    calledBy:
        msg_process_nwk_impact in bld_impact.c, (null)
FUNCTION: msg_print_impact(mb)
    calledBy:
        msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_impact(fd, mb)
    calledBy:
        msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_ind_fire.c
FUNCTION: msg_process_nwk_indirect_fire(p)
FUNCTION: msg_bld_indirect_fire(p, hdr)
    calledBy:
        msg_process_nwk_indirect_fire in bld_ind_fire.c, (null)
FUNCTION: msg_print_indirect_fire(mb)
    calledBy:
        msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_indirect_fire(fd, mb)
    calledBy:
        msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_updates.c
FUNCTION: msg_bld_vehicle_buffer(buf_index)
    calledBy:
        veh_spec_simulate in niu_main.c, (null)
FILE: bld_veh_init.c
FUNCTION: msg_bld_vehicle_init(rp, mb)
    calledBy:
        msg_bld_vehicle_buffer in bld_updates.c, (null)
FUNCTION: msg_print_vehicle_init(mb)
    calledBy:
        msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_vehicle_init(fd, mb)
    calledBy:
        msg_process_message_file in prc_msgfile.c, (null)
FILE: bld_veh_updt.c
FUNCTION: msg_bld_vehicle_update(rp, mb)
    calledBy:
        msg_bld_vehicle_buffer in bld_updates.c, (null)
FUNCTION: msg_print_vehicle_update(mb)
    calledBy:
        msg_print_buffer in prnt_buf.c, (null)
FUNCTION: msg_fgets_vehicle_update(fd, mb)
    calledBy:
        msg_process_message_file in prc_msgfile.c, (null)
FILE: buf_reset.c
FUNCTION: msg_buffer_reset()
    calledBy:
        simulation_state_machine in stt_machine.c, (null)
        io_simul_idle in niu_io_simul.c, (null)
        veh_spec_simulate in niu_main.c, (null)
FILE: buf_setup.c
FUNCTION: msg_buffer_setup()
```

calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)

FILE: check\_sizes.c  
FUNCTION: msg\_check\_buffer\_sizes(num)  
calledBy:  
msg\_host\_buffer\_prepare in host\_prepare.c, (null)  
msg\_host\_buffer\_prepare in host\_prepare.c, IFNDEF\_GT\_  
msg\_host\_buffer\_prepare in host\_prepare.c, IFDEF\_GT\_  
msg\_host\_buffer\_prepare in host\_prepare.c, (null)

FILE: clr\_n\_mapped.c  
FUNCTION: msg\_clear\_n\_mapped()  
calledBy:  
msg\_buffer\_reset in buf\_reset.c, (null)

FILE: get\_init\_buf.c  
FUNCTION: msg\_get\_init\_ptrs()  
calledBy:  
msg\_setup\_buffer\_ptrs in setup\_buf.c, (null)

FILE: get\_n\_mapped.c  
FUNCTION: msg\_get\_n\_mapped()  
calledBy:  
keyboard\_simul in niu\_keybrd.c, (null)

FILE: host\_prepare.c  
FUNCTION: msg\_host\_buffer\_prepare(ok\_to\_print)  
calledBy:  
main in niu\_main.c, (null)

FUNCTION: msg\_get\_host\_send\_handle()  
calledBy:  
msg\_send\_buffer\_to\_host in msg\_send.c, IFDEF\_GT\_  
msg\_send\_buffer\_to\_host in msg\_send.c, (null)

FUNCTION: msg\_get\_host\_receive\_handle()  
calledBy:  
msg\_receive\_buffer\_from\_host in msg\_rcv.c, IFDEF\_GT\_  
msg\_receive\_buffer\_from\_host in msg\_rcv.c, (null)

FUNCTION: msg\_fill\_host\_group(file, grp)  
calledBy:  
msg\_host\_buffer\_prepare in host\_prepare.c, (null)

FILE: msg\_loc.c

FILE: msg\_rcv.c  
FUNCTION: msg\_receive\_buffer\_from\_host(buf\_index)  
calledBy:  
io\_simul in niu\_io\_simul.c, (null)  
io\_simul\_idle in niu\_io\_simul.c, IFDEF notdef

FUNCTION: msg\_toggle\_debug\_host\_receive()  
calledBy:  
keyboard\_simul in niu\_keybrd.c, (null)  
main in niu\_main.c, (null)

FUNCTION: msg\_get\_debug\_host\_receive()  
calledBy:  
msg\_receive\_buffer\_from\_host in msg\_rcv.c, IFDEF\_GT\_  
msg\_receive\_buffer\_from\_host in msg\_rcv.c, (null)  
msg\_receive\_buffer\_from\_host in msg\_rcv.c, IF 0  
msg\_receive\_buffer\_from\_host in msg\_rcv.c, (null)  
check\_for\_missed\_buffers in niu\_io\_simul.c, (null)  
keyboard\_simul in niu\_keybrd.c, (null)

FILE: msg\_send.c

FUNCTION: msg\_send\_buffer\_to\_host(buf\_index)

calledBy:

io\_simul in niu\_io\_simul.c, (null)

io\_simul\_idle in niu\_io\_simul.c, IFDEF notdef

FUNCTION: msg\_toggle\_debug\_host\_send()

calledBy:

keyboard\_simul in niu\_keybrd.c, (null)

main in niu\_main.c, (null)

FUNCTION: msg\_get\_debug\_host\_send()

calledBy:

msg\_append\_end\_in\_send\_buffer in app\_end.c, (null)

msg\_append\_vehicle\_init\_in\_send\_buffer in app\_veh.c, (null)

msg\_append\_vehicle\_update\_in\_send\_buffer in app\_veh.c, (null)

msg\_send\_buffer\_to\_host in msg\_send.c, IFDEF\_GT\_

msg\_send\_buffer\_to\_host in msg\_send.c, (null)

msg\_send\_buffer\_to\_host in msg\_send.c, IF 0

keyboard\_simul in niu\_keybrd.c, (null)

FUNCTION: msg\_get\_send\_size(cpnr)

calledBy:

msg\_send\_buffer\_to\_host in msg\_send.c, (null)

FILE: prc\_buf.c

FUNCTION: msg\_process\_buffer(buf\_num)

calledBy:

veh\_spec\_simulate in niu\_main.c, (null)

FUNCTION: msg\_check\_msg\_end(mb)

calledBy:

msg\_process\_buffer in prc\_buf.c, (null)

msg\_print\_buffer in prnt\_buf.c, (null)

FILE: prc\_collide.c

FUNCTION: msg\_process\_collision(mb)

calledBy:

msg\_process\_buffer in prc\_buf.c, (null)

FUNCTION: msg\_collision\_to\_pdu(mptr, p)

calledBy:

msg\_process\_collision in prc\_collide.c, (null)

FILE: prc\_deactiv.c

FUNCTION: msg\_process\_deactivate\_req(mb)

calledBy:

msg\_process\_buffer in prc\_buf.c, (null)

FUNCTION: msg\_process\_deactivate\_rsp(mb)

calledBy:

msg\_process\_buffer in prc\_buf.c, (null)

FUNCTION: msg\_deactivate\_req\_to\_pdu(mptr, p)

calledBy:

msg\_process\_deactivate\_req in prc\_deactiv.c, (null)

FUNCTION: msg\_deactivate\_rsp\_to\_pdu(mptr, p)

calledBy:

msg\_process\_deactivate\_rsp in prc\_deactiv.c, (null)

FILE: prc\_fire.c

FUNCTION: msg\_fire\_to\_pdu(mb, fire)

calledBy:

msg\_process\_fire in prc\_fire.c, (null)

FUNCTION: msg\_process\_fire(mb)

calledBy:  
    msg\_process\_buffer in prc\_buf.c, (null)  
FUNCTION: msg\_save\_my\_fire\_event(fprr)  
    calledBy:  
        msg\_process\_fire in prc\_fire.c, (null)  
FUNCTION: msg\_get\_my\_fire\_event(evid)  
    calledBy:  
        msg\_impact\_to\_pdu in prc\_impact.c, (null)  
FILE: prc\_impact.c  
    FUNCTION: msg\_impact\_to\_pdu(mb, impact)  
    calledBy:  
        msg\_process\_impact in prc\_impact.c, (null)  
FUNCTION: msg\_process\_impact(mb)  
    calledBy:  
        msg\_process\_buffer in prc\_buf.c, (null)  
FILE: prc\_msgfile.c  
    FUNCTION: msg\_process\_message\_file(buf\_index)  
    calledBy:  
        veh\_spec\_simulate in niu\_main.c, (null)  
FUNCTION: msg\_toggle\_msgfile\_receive()  
    calledBy:  
        keyboard\_simul in niu\_keybrd.c, (null)  
FUNCTION: msg\_toggle\_msgfile\_send()  
    calledBy:  
        keyboard\_simul in niu\_keybrd.c, (null)  
FUNCTION: msg\_get\_msgfile\_receive()  
    calledBy:  
        veh\_spec\_simulate in niu\_main.c, (null)  
FUNCTION: msg\_get\_msgfile\_send()  
    calledBy:  
        io\_simul in niu\_io\_simul.c, (null)  
        io\_simul\_idle in niu\_io\_simul.c, IFDEF notdef  
        veh\_spec\_simulate in niu\_main.c, (null)  
FILE: prc\_veh\_init.c  
    FUNCTION: msg\_vehicle\_init\_to\_vap(mb, vp)  
    calledBy:  
        msg\_process\_vehicle\_init in prc\_veh\_init.c, (null)  
FUNCTION: msg\_process\_vehicle\_init(mb)  
    calledBy:  
        msg\_process\_buffer in prc\_buf.c, (null)  
FILE: prc\_veh\_updt.c  
    FUNCTION: msg\_vehicle\_update\_to\_vap(mb, vp)  
    calledBy:  
        msg\_process\_vehicle\_update in prc\_veh\_updt.c, (null)  
FUNCTION: msg\_process\_vehicle\_update(mb)  
    calledBy:  
        msg\_process\_buffer in prc\_buf.c, (null)  
FILE: pre\_msg.c  
    FUNCTION: msg\_prepend\_msg(buf\_index, msg\_size)  
    calledBy:  
        msg\_process\_nwk\_activate\_req in bld\_activ.c, (null)  
        msg\_process\_nwk\_activate\_rsp in bld\_activ.c, (null)  
        msg\_process\_nwk\_collision in bld\_collide.c, (null)  
        msg\_process\_nwk\_deactivate\_req in bld\_deactiv.c, (null)

msg\_process\_nwk\_deactivate\_rsp in bld\_deactiv.c, (null)  
msg\_process\_nwk\_fire in bld\_fire.c, (null)  
msg\_process\_nwk\_impact in bld\_impact.c, (null)  
msg\_process\_nwk\_indirect\_fire in bld\_ind\_fire.c, (null)  
FILE: pre\_overall.c  
FUNCTION: msg\_prepend\_overall\_header(buf\_index)  
calledBy:  
io\_simul in niu\_io\_simul.c, (null)  
io\_simul\_idle in niu\_io\_simul.c, IFDEF notdef  
FUNCTION: msg\_get\_send\_buffer\_ptr(buf\_num)  
calledBy:  
msg\_send\_buffer\_to\_host in msg\_send.c, IFDEF MASSCOMP  
msg\_send\_buffer\_to\_host in msg\_send.c, IFDEF \_GT\_  
msg\_send\_buffer\_to\_host in msg\_send.c, (null)  
msg\_process\_message\_file in prc\_msgfile.c, (null)  
msg\_print\_buffer in prnt\_buf.c, (null)  
FUNCTION: msg\_get\_receive\_buffer\_ptr(buf\_num)  
calledBy:  
msg\_receive\_buffer\_from\_host in msg\_recv.c, IFDEF \_GT\_  
msg\_process\_buffer in prc\_buf.c, (null)  
msg\_process\_message\_file in prc\_msgfile.c, (null)  
msg\_print\_buffer in prnt\_buf.c, (null)  
FUNCTION: msg\_set\_req\_send\_size(buf\_size)  
FUNCTION: msg\_set\_req\_receive\_size(buf\_size)  
FUNCTION: msg\_insert\_pkt\_header(buf\_start, buf\_end)  
calledBy:  
msg\_process\_message\_file in prc\_msgfile.c, (null)  
FILE: prnt\_buf.c  
FUNCTION: msg\_print\_buffer(buf\_num)  
calledBy:  
keyboard\_simul in niu\_keybrd.c, (null)  
FUNCTION: msg\_check\_msg\_end(mb)  
calledBy:  
msg\_process\_buffer in prc\_buf.c, (null)  
msg\_print\_buffer in prnt\_buf.c, (null)  
FILE: prnt\_hdrs.c  
FUNCTION: msg\_print\_packet\_header(mb)  
calledBy:  
msg\_print\_buffer in prnt\_buf.c, (null)  
FUNCTION: msg\_print\_message\_header(mb)  
calledBy:  
msg\_print\_buffer in prnt\_buf.c, (null)  
FILE: set\_if.c  
FUNCTION: msg\_set\_host\_interface(device)  
calledBy:  
main in niu\_main.c, (null)  
FILE: setup\_buf.c  
FUNCTION: msg\_setup\_buffer\_ptrs(num, buf)  
calledBy:  
msg\_host\_buffer\_prepare in host\_prepare.c, (null)  
msg\_host\_buffer\_prepare in host\_prepare.c, IFNDEF \_GT\_  
msg\_host\_buffer\_prepare in host\_prepare.c, IFDEF \_GT\_  
msg\_host\_buffer\_prepare in host\_prepare.c, (null)



**DIRECTORY: ./gt/niu/libsrc/libcigex**

FILE: cig\_comm.c

FUNCTION: cigex\_send\_buffer(which\_cig)

calledBy:

- cigex\_stop\_init in cig\_init.c, (null)
- cigex\_vp\_init in cig\_init.c, (null)
- cigex\_init in cig\_init.c, IFDEF not
- cigex\_init in cig\_init.c, IFNDEF not
- cigex\_init in cig\_init.c, (null)
- cigex\_wakeup\_cig in cig\_start.c, IFDEF notdef
- cigex\_wakeup\_cig in cig\_start.c, (null)
- cigex\_wakeup\_cig in cig\_start.c, IFDEF
- NOT\_UNTIL\_LARGER\_BUFFER\_AVAILABLE
- cigex\_wakeup\_cig in cig\_start.c, (null)
- cigex\_wakeup\_cig in cig\_start.c, IFDEF old
- cigex\_start in cig\_start.c, (null)
- cigex\_stop in cig\_stop.c, (null)
- cigex\_synchronize in cig\_sync.c, (null)
- send\_buffer in config\_read.c, (null)
- io\_simul in niu\_io\_simul.c, (null)

FUNCTION: cigex\_receive\_buffer(which\_cig)

calledBy:

- cigex\_stop\_init in cig\_init.c, (null)
- cigex\_vp\_init in cig\_init.c, (null)
- cigex\_wakeup\_cig in cig\_start.c, (null)
- cigex\_wakeup\_cig in cig\_start.c, IFDEF notdef
- cigex\_wakeup\_cig in cig\_start.c, (null)
- cigex\_wakeup\_cig in cig\_start.c, IFDEF
- NOT\_UNTIL\_LARGER\_BUFFER\_AVAILABLE
- cigex\_wakeup\_cig in cig\_start.c, (null)
- cigex\_wakeup\_cig in cig\_start.c, IFDEF old
- cigex\_start in cig\_start.c, (null)
- cigex\_stop in cig\_stop.c, (null)
- cigex\_synchronize in cig\_sync.c, (null)
- send\_buffer in config\_read.c, (null)
- io\_simul in niu\_io\_simul.c, (null)

FILE: cig\_conf\_msg.c

FUNCTION: cigex\_msg\_configure\_view(cig\_num)

calledBy:

- cigex\_setup\_configuration in cig\_start.c, (null)
- cigex\_wakeup\_cig in cig\_start.c, (null)

FILE: cig\_init.c

FUNCTION: cigex\_init\_addr(cig\_bit, addr)

calledBy:

- main in niu\_main.c, (null)

FUNCTION: cigex\_get\_cig\_mask()

calledBy:

- net\_simul in n\_net\_simul.c, (null)
- io\_simul in niu\_io\_simul.c, (null)
- veh\_spec\_startup in niu\_main.c, (null)
- veh\_spec\_init in niu\_main.c, (null)

FUNCTION: cigex\_set\_interface\_type(device)  
FUNCTION: cigex\_stop\_init(which\_cig)  
FUNCTION: cigex\_vp\_init(which\_cig)  
    calledBy:  
        cigex\_init in cig\_init.c, IFDEF not  
        cigex\_init in cig\_init.c, (null)  
        cigex\_init in cig\_init.c, IFNDEF not  
        cigex\_init in cig\_init.c, (null)  
FUNCTION: cigex\_init()  
    calledBy:  
        veh\_spec\_startup in niu\_main.c, (null)  
FILE: cig\_local.c  
FILE: cig\_no\_op.c  
    FUNCTION: cigex\_prepare\_no\_op()  
        calledBy:  
            cigex\_stop\_init in cig\_init.c, (null)  
            cigex\_init in cig\_init.c, IFDEF not  
            cigex\_init in cig\_init.c, IFNDEF not  
            cigex\_init in cig\_init.c, (null)  
            cigex\_stop in cig\_stop.c, (null)  
FILE: cig\_start.c  
    FUNCTION: cigex\_set\_ded\_name(name, cig\_num)  
        calledBy:  
            main\_read\_pars\_file in stt\_pars.c, (null)  
    FUNCTION: cigex\_set\_database\_name(name, cig\_num)  
        calledBy:  
            main\_read\_pars\_file in stt\_pars.c, (null)  
    FUNCTION: cigex\_set\_vconfig\_name(name, cig\_num)  
        calledBy:  
            main\_read\_pars\_file in stt\_pars.c, (null)  
    FUNCTION: cigex\_msg\_configure\_view(cig\_num)  
        calledBy:  
            cigex\_setup\_configuration in cig\_start.c, (null)  
            cigex\_wakeup\_cig in cig\_start.c, (null)  
    FUNCTION: cigex\_setup\_configuration(cig\_num)  
    FUNCTION: cigex\_wakeup\_cig(cig\_num)  
        calledBy:  
            cigex\_start in cig\_start.c, (null)  
    FUNCTION: cigex\_start()  
        calledBy:  
            veh\_spec\_init in niu\_main.c, (null)  
FILE: cig\_stop.c  
    FUNCTION: cigex\_stop()  
FILE: cig\_sync.c  
    FUNCTION: cigex\_synchronize(cig\_num)  
        calledBy:  
            cigex\_init in cig\_init.c, IFDEF not  
            cigex\_init in cig\_init.c, (null)  
            cigex\_init in cig\_init.c, IFNDEF not  
            cigex\_init in cig\_init.c, (null)  
            cigex\_wakeup\_cig in cig\_start.c, (null)

**DIRECTORY: ./gt/niu/libsrc/libgbuffer**

FILE: add\_veh2cig.c

FUNCTION: msg\_put\_on\_dynamic\_add\_list(vap)

calledBy:

add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)

FUNCTION: cig\_msg\_add\_new\_othervehs()

calledBy:

cig\_prepare\_buffer in niu\_cig.c, (null)

FUNCTION: add\_dynamic\_veh\_to\_cig\_msg(vap)

calledBy:

cig\_msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

msg\_process\_othervehs in adj\_otherveh.c, (null)

FILE: adj\_chg\_stat.c

FUNCTION: msg\_put\_on\_static\_change\_list(vap)

calledBy:

cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)

FUNCTION: fill\_changed\_static\_remove\_msg(mp, pkt, hash\_id)

calledBy:

add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)

FUNCTION: fill\_changed\_static\_msg(mp, pkt, hash\_id)

calledBy:

add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)

FUNCTION: cig\_msg\_adjust\_staticveh\_state()

calledBy:

cig\_prepare\_buffer in niu\_cig.c, (null)

FUNCTION: add\_changed\_static\_to\_cig\_msg(pkt)

calledBy:

cig\_msg\_adjust\_staticveh\_state in adj\_chg\_stat.c, (null)

msg\_adjust\_static\_vehicle in adj\_chg\_stat.c, (null)

msg\_process\_static\_wait\_list in tell\_cig.c, (null)

FUNCTION: deallocate\_appended\_buffer\_space(length)

calledBy:

add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)

FILE: adj\_otherveh.c

FUNCTION: cig\_msg\_adjust\_otherveh\_state()

calledBy:

cig\_prepare\_buffer in niu\_cig.c, (null)

FILE: app\_cig\_ctl.c

FUNCTION: push\_msg\_cig\_ctl(state)

calledBy:

cigex\_msg\_configure\_view in cig\_conf\_msg.c, (null)

cigex\_prepare\_no\_op in cig\_no\_op.c, (null)

cigex\_msg\_configure\_view in cig\_start.c, (null)

cigex\_wakeup\_cig in cig\_start.c, IFDEF notdef

cigex\_wakeup\_cig in cig\_start.c, (null)

cigex\_wakeup\_cig in cig\_start.c, IFDEF old

cigex\_start in cig\_start.c, (null)

prepare\_no\_op in msgs.c, (null)

cigutil\_file\_xfer\_setup in util.c, (null)

cigutil\_last\_write in util.c, (null)

cig\_stop in Ocig\_stop.c, (null)

cig\_prepare\_no\_op in cig\_no\_op.c, (null)  
 cig\_reconfig\_start in cig\_r\_start.c, (null)  
 cig\_stop in cig\_stop.c, (null)  
 cig\_synchronize in cig\_sync.c, (null)  
 cig\_msg\_configure\_view in config\_msg.c, (null)

FILE: app\_dr11.c

FUNCTION: cig\_msg\_append\_dr11\_pkt\_size(send\_size, recv\_size, lt\_churk\_size,  
 lt\_interval, hw\_type)

FILE: app\_end.c

FUNCTION: cig\_msg\_append\_end()

calledBy:

cigex\_send\_buffer in cig\_comm.c, (null)  
 cig\_setup\_dr\_transfer in cig\_send\_buf.c, (null)

FILE: app\_msg\_hdr.c

FUNCTION: append\_msg\_hdr(type, length)

calledBy:

add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)  
 push\_msg\_cig\_ctl in app\_cig\_ctl.c, (null)  
 cig\_msg\_append\_dr11\_pkt\_size in app\_dr11.c, (null)  
 cig\_msg\_append\_process\_round in app\_proc\_rnd.c, (null)  
 cig\_msg\_append\_rts4x3\_matrix in app\_rts4x3.c, (null)  
 cig\_msg\_append\_show\_effect in app\_show\_eff.c, (null)  
 cig\_msg\_append\_staticveh\_rem in app\_stat\_rm.c, (null)  
 add\_static\_veh\_to\_cig\_msg in app\_stat\_veh.c, (null)  
 cig\_msg\_append\_traj\_table\_xfer in app\_traj.c, (null)  
 cig\_msg\_append\_traj\_entry\_xfer in app\_traj.c, (null)  
 cig\_msg\_append\_view\_flags in app\_vflags.c, (null)  
 process\_keyword in config\_read.c, (null)  
 push\_msg\_file\_descr in file\_descr.c, (null)  
 cig\_msg\_append\_subsys\_modes in submode.c, IFDEF\_GT\_  
 cig\_msg\_append\_viewport\_state in vport.c, (null)  
 cig\_msg\_append\_viewport\_updates in vupdate.c, IFDEF\_GT\_  
 cig\_msg\_append\_staticveh\_rem in app\_stat\_rm.c, (null)  
 cig\_msg\_append\_staticveh\_state in app\_stat\_veh.c, (null)  
 cig\_msg\_append\_traj\_entry\_xfer in app\_traj\_ent.c, (null)  
 cig\_msg\_append\_add\_traj\_table in app\_traj\_gt.c, IFDEF\_GT\_  
 cig\_msg\_append\_traj\_entry in app\_traj\_gt.c, IFDEF\_GT\_  
 cig\_msg\_append\_delete\_traj\_table in app\_traj\_gt.c, IFDEF\_GT\_  
 cig\_msg\_append\_traj\_table\_xfer in app\_traj\_tbl.c, (null)  
 cig\_msg\_append\_view\_flags in app\_vflags.c, (null)  
 process\_keyword in config\_read.c, (null)  
 cig\_msg\_append\_lt\_state in lt\_state.c, IFDEF\_GT\_  
 cig\_msg\_append\_tf\_init\_header in terrain\_fb.c, IFDEF\_GT\_  
 cig\_msg\_append\_tf\_init\_point in terrain\_fb.c, IFDEF\_GT\_

FILE: app\_proc\_rnd.c

FUNCTION: cig\_msg\_append\_process\_round(type, tracer, id, gunpos, gunvel,  
 sinelv, coselv, sinazm, cosazm, est\_impact\_time, est\_impact\_range)

FILE: app\_rts4x3.c

FUNCTION: cig\_msg\_append\_rts4x3\_matrix(node\_index, rot\_mtx, vec)

calledBy:

cig\_msg\_my\_veh\_state in niu\_cig.c, (null)

FILE: app\_show\_eff.c

FUNCTION: cig\_msg\_append\_show\_effect(id, type, t1)

FILE: app\_stat\_rm.c

FUNCTION: msg\_put\_on\_static\_delete\_list(vap)  
calledBy:  
    cig\_msg\_delete\_old\_othervehs in del\_veh.c, (null)

FUNCTION: cig\_msg\_delete\_old\_staticvehs()  
calledBy:  
    cig\_prepare\_buffer in niu\_cig.c, (null)

FUNCTION: cig\_msg\_append\_staticveh\_rem(static\_veh)  
calledBy:  
    cig\_msg\_delete\_old\_staticvehs in app\_stat\_rm.c, (null)

FILE: app\_stat\_veh.c

FUNCTION: msg\_put\_on\_static\_add\_list(vap)  
calledBy:  
    cig\_msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

FUNCTION: cig\_msg\_add\_new\_staticvehs()  
calledBy:  
    cig\_prepare\_buffer in niu\_cig.c, (null)

FUNCTION: add\_static\_veh\_to\_cig\_msg(vap)  
calledBy:  
    cig\_msg\_add\_new\_staticvehs in app\_stat\_veh.c, (null)

FILE: app\_traj.c

FUNCTION: cig\_msg\_append\_traj\_table\_xfer(ammo\_type, traj\_index, count)  
calledBy:  
    ballistics\_load\_trajectory\_file in ball\_load.c, IFNDEF\_GT\_  
    multi\_cig\_append\_traj\_table\_xfer in app\_mtra\_tbl.c, (null)

FUNCTION: cig\_msg\_append\_traj\_entry\_xfer(bore\_x, bore\_z)  
calledBy:  
    ballistics\_load\_trajectory\_file in ball\_load.c, IFNDEF\_GT\_  
    multi\_cig\_append\_traj\_entry\_xfer in app\_mtra\_ent.c, (null)

FILE: app\_vflags.c

FUNCTION: cig\_msg\_append\_view\_flags(view\_flags, branch\_value)  
calledBy:  
    cigex\_msg\_configure\_view in cig\_conf\_msg.c, (null)  
    cigex\_stop\_init in cig\_init.c, (null)  
    cigex\_vp\_init in cig\_init.c, (null)  
    cigex\_msg\_configure\_view in cig\_start.c, (null)  
    cigex\_stop in cig\_stop.c, (null)  
    cig\_msg\_my\_veh\_state in niu\_cig.c, (null)  
    cig\_msg\_configure\_view in config\_msg.c, IFNDEF\_GT\_

FILE: append\_other.c

FUNCTION: append\_other\_in\_send\_buffer()  
calledBy:  
    add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)  
    add\_veh\_to\_cig\_msg in ADD\_veh2cig.c, (null)  
    msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
    msg\_process\_othervehs in adj\_otherveh.c, (null)

FILE: check\_all.c

FUNCTION: check\_all(mbp)  
calledBy:  
    check\_buffer in checkbuffer.c, (null)  
    cig\_reconfig\_start in cig\_r\_start.c, (null)  
    check\_buffer in checkbuffer.c, (null)  
    process\_msg\_sys\_error in proc\_sys\_err.c, IFDEF\_GT\_

FILE: checkbuffer.c

FUNCTION: check\_buffer(mbp)

calledBy:  
 io\_simul in io\_simul.c, IFDEF\_GT\_  
 io\_simul in io\_simul.c, IFNDEF\_GT\_  
 cigex\_wakeup\_cig in cig\_start.c, IFDEF\_  
 NOT\_UNTIL\_LARGER\_BUFFER\_AVAILABLE  
 cigex\_wakeup\_cig in cig\_start.c, (null)  
 cig\_reconfig\_start in cig\_r\_start.c, (null)

FILE: config\_key.c  
 FUNCTION: key\_list\_initialized()  
 calledBy:  
 cig\_read\_configfile in config\_read.c, (null)  
 FUNCTION: key\_list\_init()  
 calledBy:  
 cig\_read\_configfile in config\_read.c, (null)  
 FUNCTION: add\_keyword(listP, keyword, type, offset, length, state)  
 calledBy:  
 key\_list\_init in config\_key.c, (null)  
 FUNCTION: lookup\_keyword(keyword, table\_list)  
 calledBy:  
 cig\_read\_configfile in config\_read.c, (null)

FILE: config\_read.c  
 FUNCTION: config\_pos\_init(pos, head)  
 FUNCTION: config\_pos\_init2(pos, rot)  
 calledBy:  
 veh\_spec\_init in kato\_main.c, (null)  
 veh\_spec\_init in m1\_main.c, (null)  
 veh\_spec\_init in m2\_main.c, (null)  
 FUNCTION: cig\_read\_configfile(file\_name, config\_nameP)  
 calledBy:  
 cigex\_msg\_configure\_view in cig\_conf\_msg.c, (null)  
 cigex\_msg\_configure\_view in cig\_start.c, (null)  
 cig\_msg\_configure\_traj in config\_msg.c, (null)  
 cig\_msg\_configure\_view in config\_msg.c, (null)  
 FUNCTION: read\_keyword\_data(keywordP, input\_str)  
 calledBy:  
 cig\_read\_configfile in config\_read.c, (null)  
 FUNCTION: process\_keyword(state, keywordP, table\_list)  
 calledBy:  
 cig\_read\_configfile in config\_read.c, (null)  
 FUNCTION: send\_buffer()  
 calledBy:  
 process\_keyword in config\_read.c, (null)

FILE: del\_veh.c  
 FUNCTION: cig\_msg\_delete\_old\_othervehs()  
 calledBy:  
 cig\_prepare\_buffer in niu\_cig.c, (null)  
 FUNCTION: delete\_veh\_from\_cig\_msg(vap)  
 calledBy:  
 cig\_msg\_delete\_old\_othervehs in del\_veh.c, (null)  
 msg\_process\_othervehs in adj\_otherveh.c, (null)

FILE: error.c  
 FUNCTION: REPORT\_ERROR(str)  
 calledBy:  
 msg\_prepend\_msg in pre\_msg.c, (null)

cig\_msg\_append\_end in app\_end.c, (null)  
 append\_msg\_hdr in app\_msg\_hdr.c, (null)  
 append\_other\_in\_send\_buffer in append\_other.c, (null)  
 cig\_msg\_append\_end in app\_end.c, (null)  
 append\_msg\_hdr in app\_msg\_hdr.c, (null)  
 append\_other\_in\_send\_buffer in append\_other.c, (null)  
 store\_traj\_chord in ball\_buffer.c, (null)  
 store\_round\_fired in ball\_buffer.c, (null)  
 store\_view\_magnification in ball\_buffer.c, (null)  
 store\_otherveh\_state in ball\_buffer.c, (null)  
 store\_init\_stamp\_model in ball\_buffer.c, IFDEF \_GT\_  
 store\_grow\_model in ball\_buffer.c, IFDEF \_GT\_  
 store\_process\_chord in ball\_buffer.c, IFDEF \_GT\_  
 store\_request\_point\_info in ball\_buffer.c, (null)  
 cig\_msg\_prepend\_cig\_config in pre\_config.c, (null)  
 prepend\_msg\_hdr in pre\_msg\_hdr.c, (null)  
 cig\_msg\_prepend\_overall\_header in pre\_overall.c, (null)  
 cig\_msg\_store\_tf\_state in terrain\_fb.c, IFDEF \_GT\_

FILE: file\_descr.c

FUNCTION: push\_msg\_file\_descr(db\_size, db\_no, db\_req, db\_name)

calledBy:

cigex\_wakeup\_cig in cig\_start.c, (null)  
 cigex\_wakeup\_cig in cig\_start.c, IFDEF \_GT\_  
 cigdownl in cigdownl.c, (null)  
 cigls in cigls.c, (null)  
 cigmv in cigmv.c, (null)  
 cigrm in cigrm.c, (null)  
 get\_cigfile\_size in cigupl.c, (null)  
 setup\_to\_upload in cigupl.c, (null)  
 cig\_reconfig\_start in cig\_r\_start.c, (null)  
 cig\_reconfig\_start in cig\_r\_start.c, IFNDEF \_GT\_  
 cig\_reconfig\_start in cig\_r\_start.c, IFDEF \_GT\_  
 cig\_reconfig\_start in cig\_r\_start.c, (null)

FILE: flushbuf.c

FUNCTION: flush\_buffer()

calledBy:

cigex\_msg\_configure\_view in cig\_conf\_msg.c, (null)  
 cigex\_stop\_init in cig\_init.c, (null)  
 cigex\_vp\_init in cig\_init.c, (null)  
 cigex\_prepare\_no\_op in cig\_no\_op.c, (null)  
 cigex\_msg\_configure\_view in cig\_start.c, (null)  
 cigex\_wakeup\_cig in cig\_start.c, IFDEF notdef  
 cigex\_wakeup\_cig in cig\_start.c, (null)  
 cigex\_wakeup\_cig in cig\_start.c, IFDEF  
 NOT\_UNTIL\_LARGER\_BUFFER\_AVAILABLE  
 cigex\_wakeup\_cig in cig\_start.c, (null)  
 cigex\_wakeup\_cig in cig\_start.c, IFDEF old  
 cigex\_start in cig\_start.c, (null)  
 cigex\_stop in cig\_stop.c, (null)  
 cigex\_synchronize in cig\_sync.c, (null)  
 send\_buffer in config\_read.c, (null)  
 net\_simul in n\_net\_simul.c, (null)  
 cigdownl in cigdownl.c, (null)  
 cigls in cigls.c, (null)

cigmv in cigmv.c, (null)  
 cigrm in cigrm.c, (null)  
 cigupl in cigupl.c, (null)  
 get\_cigfile\_size in cigupl.c, (null)  
 setup\_to\_upload in cigupl.c, (null)  
 prepare\_no\_op in msgs.c, (null)  
 cigutil\_file\_xfer\_setup in util.c, (null)  
 cigutil\_last\_write in util.c, (null)  
 cigutil\_change\_buf\_sizes in util.c, (null)  
 exchange\_buffers in ball\_load.c, (null)  
 ballistics\_load\_trajectory\_file in ball\_load.c, (null)  
 cig\_stop in Ocig\_stop.c, (null)  
 cig\_stop in Ocig\_stop.c, IFNDEF DEF\_71  
 cig\_stop in Ocig\_stop.c, (null)  
 cig\_prepare\_no\_op in cig\_no\_op.c, (null)  
 cig\_reconfig\_start in cig\_r\_start.c, (null)  
 cig\_stop in cig\_stop.c, (null)  
 cig\_stop in cig\_stop.c, IFNDEF DEF\_71  
 cig\_stop in cig\_stop.c, IFNDEF DEF\_71, IFDEF notdef  
 cig\_stop in cig\_stop.c, (null)  
 cig\_synchronize in cig\_sync.c, (null)  
 cig\_flush\_buffer in cig\_flushbuf.c, (null)  
 cig\_msg\_configure\_view in config\_msg.c, (null)  
 send\_buffer in config\_read.c, (null)

FILE: gbuffer\_loc.c

FILE: msg\_hash.c

FUNCTION: msg\_create\_hash\_table()  
 msg\_startup in msg\_init.c, (null)

FUNCTION: msg\_init\_hash\_table()  
 calledBy:

msg\_init in msg\_init.c, (null)

FUNCTION: msg\_add\_hash\_entry(vehicleID)

calledBy:

add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)  
 add\_static\_veh\_to\_cig\_msg in app\_stat\_veh.c, (null)  
 msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
 msg\_process\_othervehs in adj\_otherveh.c, (null)  
 msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)

FUNCTION: msg\_remove\_hash\_entry(vehicleID)

calledBy:

cig\_msg\_delete\_old\_staticvehs in app\_stat\_rm.c, (null)  
 delete\_veh\_from\_cig\_msg in del\_veh.c, (null)  
 msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
 msg\_process\_othervehs in adj\_otherveh.c, (null)  
 delete\_veh\_from\_cig\_msg in del\_veh.c, (null)  
 msg\_delete\_static\_vehicle in pre\_stat\_rm.c, (null)  
 msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)

FUNCTION: msg\_find\_hash\_entry(vehicleID)

calledBy:

add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)  
 add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)  
 cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)  
 cig\_msg\_append\_staticveh\_rem in app\_stat\_rm.c, (null)  
 delete\_veh\_from\_cig\_msg in del\_veh.c, (null)



```

        msg_add_new_othervehs in add_veh2cig.c, (null)
        msg_delete_old_static_objects in pre_stat_rm.c, (null)
        msg_add_new_static_objects in pre_stat_veh.c, (null)
    FUNCTION: msg_get_veh_id_from_cig_id(cig_id)
    FUNCTION: cig_msg_process_markers(m)
FILE: msg_init.c
    FUNCTION: msg_startup()
        calledBy:
            simulation_state_machine in main.c, (null)
    FUNCTION: msg_init()
        calledBy:
            simulation_state_machine in main.c, (null)
FILE: pre_overall.c
    FUNCTION: cig_msg_prepend_overall_header()
        calledBy:
            cigex_send_buffer in cig_comm.c, (null)
            cig_setup_dr_transfer in cig_send_buf.c, (null)
FILE: setup.c
    FUNCTION: setup_gbuffer(send_buffer, recv_buffer)
        calledBy:
            veh_spec_startup in niu_main.c, (null)
    FUNCTION: setup_buffer_size(send_size, recv_size)
        calledBy:
            veh_spec_startup in niu_main.c, (null)
FILE: submode.c
    FUNCTION: cig_msg_append_subsys_modes()
        calledBy:
            cigex_stop_init in cig_init.c, IFDEF_GT_
            cigex_vp_init in cig_init.c, IFDEF_GT_
            cigex_stop in cig_stop.c, IFDEF_GT_
            cig_msg_my_veh_state in niu_cig.c, IFDEF_GT_
FILE: vport.c
    FUNCTION: cig_msg_append_viewport_state(node_index, viewport_id, database_id,
        res, viewing_range, near_plane, i, j, lod_multiplier, aspect_ratio)
FILE: vupdate.c
    FUNCTION: cig_msg_append_viewport_updates()
        calledBy:
            cigex_stop_init in cig_init.c, IFDEF_GT_
            cigex_vp_init in cig_init.c, IFDEF_GT_
            cigex_stop in cig_stop.c, IFDEF_GT_
            cig_msg_my_veh_state in niu_cig.c, IFDEF_GT_

DIRECTORY: ./gt/niu/libsrc/libhostdata
FILE: hd_alloc.c
    FUNCTION: hostdata_alloc_host_data_table(max_vehicles)
        calledBy:
            main in niu_main.c, (null)
FILE: hd_gbuf.c
    FUNCTION: hostdata_get_current_send_buffer()
        calledBy:
            cigex_send_buffer in cig_comm.c, (null)
    FUNCTION: hostdata_get_previous_send_buffer()
        calledBy:

```

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    cigex_wakeup_cig in cig_start.c, IFDEF
    NOT_UNTIL_LARGER_BUFFER_AVAILABLE
    cigex_wakeup_cig in cig_start.c, (null)
FUNCTION: hostdata_get_send_buffer()
    calledBy:
        veh_spec_startup in niu_main.c, (null)
FUNCTION: hostdata_get_receive_buffer()
    calledBy:
        cigex_receive_buffer in cig_comm.c, (null)
        veh_spec_startup in niu_main.c, (null)
FUNCTION: hostdata_toggle_buffer()
    calledBy:
        cigex_send_buffer in cig_comm.c, (null)
FUNCTION: hostdata_get_buffer_number()
    calledBy:
        deallocate_appended_buffer_space in adj_chg_stat.c, (null)
FILE: hd_host.c
FUNCTION: hostdata_get_exercise_id()
    calledBy:
        network_fill_simHdr in nwk_header.c, (null)
        network_fill_dcHdr in nwk_header.c, (null)
        veh_spec_idle in niu_main.c, (null)
FUNCTION: hostdata_set_exercise_id(id)
    calledBy:
        main in niu_main.c, (null)
FUNCTION: hostdata_get_tick_rate()
    calledBy:
        network_check_veh_appearance in nwk_thresh.c, (null)
        net_simul in n_net_simul.c, (null)
FUNCTION: hostdata_set_tick_rate(rate)
    calledBy:
        main in niu_main.c, (null)
FUNCTION: hostdata_get_max_num_vehicles()
    calledBy:
        network_process_activate_request in nwk_activ.c, (null)
        network_xmit in nwk_xmit.c, (null)
        veh_spec_init in niu_main.c, (null)
FUNCTION: hostdata_get_curr_num_vehicles()
    calledBy:
        network_process_activate_request in nwk_activ.c, (null)
FUNCTION: hostdata_get_interface_type()
    calledBy:
        msg_host_buffer_prepare in host_prepare.c, (null)
        msg_receive_buffer_from_host in msg_rcv.c, (null)
        msg_send_buffer_to_host in msg_send.c, (null)
        io_simul in niu_io_simul.c, (null)
FUNCTION: hostdata_set_interface_type(type)
    calledBy:
        msg_set_host_interface in set_if.c, (null)
        main in niu_main.c, (null)
FILE: hd_ids.c
FUNCTION: hostdata_set_niu_id_active(niu_id)
    calledBy:
        msg_process_vehicle_init in prc_veh_init.c, (null)

```

```

        network_process_activate_request in nwk_activ.c, (null)
FUNCTION: hostdata_set_niu_id_inactive(niu_id)
    calledBy:
        msg_process_deactivate_req in prc_deactiv.c, (null)
FUNCTION: hostdata_get_active_niu_id(niu_id)
    calledBy:
        msg_process_vehicle_init in prc_veh_init.c, (null)
        network_xmit in nwk_xmit.c, (null)
FILE: hd_update.c
    FUNCTION: hostdata_get_host_veh_upd_time(niu_id)
        calledBy:
            network_check_veh_appearance in nwk_thresh.c, (null)
    FUNCTION: hostdata_set_host_veh_upd_time(niu_id, time)
        calledBy:
            network_check_veh_appearance in nwk_thresh.c, (null)
            network_init_thresholds in nwk_thresh.c, (null)
    FUNCTION: hostdata_get_host_veh_upd_pkt(niu_id)
        calledBy:
            network_check_veh_appearance in nwk_thresh.c, (null)
            network_init_thresholds in nwk_thresh.c, (null)
    FUNCTION: hostdata_get_host_veh_upd_thresholds(niu_id)
        calledBy:
            network_check_veh_appearance in nwk_thresh.c, (null)
            network_init_thresholds in nwk_thresh.c, (null)
FILE: hd_veh.c
    FUNCTION: hostdata_add_vehicle(act, vap, status)
        calledBy:
            network_process_activate_request in nwk_activ.c, (null)
    FUNCTION: hostdata_get_host_veh_app(niu_id)
        calledBy:
            msg_process_vehicle_init in prc_veh_init.c, (null)
            msg_process_vehicle_update in prc_veh_updt.c, (null)
            add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
            network_send_activate_response in nwk_act_ack.c, (null)
            network_process_activate_request in nwk_activ.c, (null)
            network_send_deactivate_pkt in nwk_deact.c, (null)
            network_check_veh_appearance in nwk_thresh.c, (null)
            net_simul in n_net_simul.c, (null)
    FUNCTION: hostdata_get_host_veh_status(niu_id)
    FUNCTION: hostdata_get_host_veh_activate(niu_id)

```

# **DIRECTORY: ./gt/niu/libsrc/libnetwork**

```

FILE: nwk_act_ack.c
    FUNCTION: network_send_activate_response(originator, tid, niu_id)
        calledBy:
            network_process_activate_request in nwk_activ.c, (null)
FILE: nwk_activ.c
    FUNCTION: network_process_activate_request(p, originator, tid, exercise)
        calledBy:
            veh_spec_idle in niu_main.c, (null)
FILE: nwk_appear.c
    FUNCTION: network_process_update(p)
        calledBy:

```

do\_protocol\_on\_sim\_packet in nwk\_pkt.c, (null)

FILE: nwk\_datagram.c

FUNCTION: network\_fill\_hdr\_send\_sim\_pkt(pdu, pduSize, pduKind)

calledBy:

- network\_send\_deactivate\_pkt in nwk\_deact.c, (null)
- send\_deactivate\_pkt in deactivate.c, (null)
- network\_send\_ground\_impact in gnd\_impact.c, (null)
- network\_send\_impact in impact.c, (null)
- network\_send\_missile\_appearance in missile.c, (null)
- network\_stop\_missile\_flyout in missile.c, (null)
- network\_send\_missile\_fire\_pkt in missile.c, (null)
- network\_send\_non\_impact in non\_impact.c, (null)
- network\_send\_projectile\_fire\_pkt in proj\_fire.c, (null)
- network\_send\_prox\_impact in prox\_impact.c, (null)
- network\_send\_offer\_packet in resupp\_offer.c, (null)
- network\_send\_thank\_you\_packet in resupp\_recvd.c, (null)
- network\_send\_feed\_me\_packet in service\_req.c, (null)
- network\_send\_shell\_fire\_pkt in shell\_fire.c, (null)
- network\_check\_veh\_appearance in thresh.c, (null)
- network\_send\_vehicle\_impact\_dg in veh\_impact\_dg.c, (null)

FUNCTION: network\_fill\_hdr\_send\_dc\_pkt(pdu, pduSize, pduKind)

calledBy:

- network\_send\_laser\_range in laser\_range.c, (null)
- send\_glare\_and\_scotoma\_dam in ldam\_scotoma.c, (null)
- network\_send\_status\_change in stat\_change.c, (null)
- send\_vehicle\_status in veh\_status.c, (null)
- het\_send\_packet in het\_send\_pkt.c, (null)

FUNCTION: network\_fill\_hdr\_send\_mgmt\_pkt(pdu, pduSize, pduKind)

calledBy:

calledBy:

- send\_equipment\_status in niu\_network.c, IFDEF notdef
- send\_equipment\_status in m1\_network.c, (null)
- send\_equipment\_status in m2\_network.c, (null)

FILE: nwk\_deact.c

FUNCTION: network\_send\_deactivate\_pkt(reason)

calledBy:

calledBy:

- exit\_gracefully in stt\_machine.c, (null)

FUNCTION: process\_deactivate\_other(pkt)

calledBy:

calledBy:

- do\_protocol\_on\_sim\_packet in nwk\_pkt.c, (null)
- do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: nwk\_fire.c

FUNCTION: process\_fire(pkt)

calledBy:

calledBy:

- do\_protocol\_on\_sim\_packet in nwk\_pkt.c, (null)
- do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: nwk\_header.c

FUNCTION: network\_fill\_simHdr(pdu, pduKind)

calledBy:

- msg\_process\_collision in pre\_collide.c, (null)
- msg\_process\_deactivate\_req in pre\_deactiv.c, (null)

msg\_process\_deactivate\_rsp in prc\_deactiv.c, (null)  
msg\_process\_fire in prc\_fire.c, (null)  
msg\_process\_impact in prc\_impact.c, (null)  
msg\_process\_vehicle\_init in prc\_veh\_init.c, (null)  
network\_send\_activate\_response in nwk\_act\_ack.c, (null)  
network\_fill\_hdr\_send\_sim\_pkt in nwk\_datagram.c, (null)  
network\_fill\_hdr\_send\_sim\_rsp in nwk\_rsp.c, (null)  
network\_fill\_hdr\_send\_sim\_trans in nwk\_trans.c, (null)  
FUNCTION: network\_fill\_mgmtHdr(pdu, pduKind)  
calledBy:  
network\_fill\_hdr\_send\_mgmt\_pkt in nwk\_datagram.c, (null)  
FUNCTION: network\_fill\_dcHdr(pdu, pduKind)  
calledBy:  
network\_fill\_hdr\_send\_dc\_pkt in nwk\_datagram.c, (null)  
network\_fill\_hdr\_send\_dc\_rsp in nwk\_rsp.c, (null)  
network\_fill\_hdr\_send\_dc\_trans in nwk\_trans.c, (null)  
FILE: nwk\_impact.c  
FUNCTION: process\_hit\_other(pkt)  
calledBy:  
do\_protocol\_on\_sim\_packet in nwk\_pkt.c, (null)  
do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)  
FILE: nwk\_init.c  
FUNCTION: network\_init()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
network\_restart in net\_restart.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: network\_set\_network\_device(device)  
calledBy:  
main in niu\_main.c, (null)  
main in kato\_main.c, IFDEF\_GT\_  
main in m1\_main.c, (null)  
main in m2\_main.c, (null)  
FUNCTION: network\_get\_network\_device()  
calledBy:  
print\_help in niu\_main.c, (null)  
network\_restart in net\_restart.c, (null)  
monitor\_status in m1\_status.c, IFDEF\_GT\_  
FUNCTION: network\_dont\_really\_open\_up\_ethernet()  
calledBy:  
main in niu\_main.c, (null)  
main in kato\_main.c, (null)  
main in m1\_main.c, (null)  
main in m2\_main.c, (null)  
FUNCTION: network\_really\_open\_up\_ethernet()  
FUNCTION: network\_can\_i\_really\_use\_network()  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, (null)  
network\_check\_veh\_appearance in nwk\_thresh.c, (null)  
network\_xmit in nwk\_xmit.c, (null)  
network\_xmit\_idle in nwk\_xmit.c, (null)  
simulation\_state\_machine in stt\_machine.c, (null)  
io\_simul in niu\_io\_simul.c, (null)  
io\_simul\_idle in niu\_io\_simul.c, (null)

simulation\_state\_machine in main.c, (null)  
 cig\_failed\_fsm in m1\_status.c, (null)  
 monitor\_status in m1\_status.c, (null)  
 cig\_failed\_fsm in m2\_status.c, (null)  
 monitor\_status in m2\_status.c, (null)  
 FUNCTION: network\_get\_net\_handle()  
 calledBy:  
 filter\_dump\_filter\_info in dump.c, (null)  
 rtc\_read\_clock in rtc\_timing.c, IFNDEF SIMBFLY, IFNDEF \_GT\_, IFDEF  
 MASSCOMP  
 rva\_adjust\_vehicles in rva\_adjust.c, (null)  
 rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
 process\_known\_vehicle in rva\_update.c, (null)  
 process\_unknown\_vehicle in rva\_update.c, (null)  
 rva\_process\_update in rva\_update.c, (null)  
 io\_simul in io\_simul.c, IFNDEF \_GT\_  
 io\_simul\_idle in io\_simul.c, (null)  
 net\_simul in net\_simul.c, (null)  
 msg\_process\_collision in prc\_collide.c, (null)  
 msg\_collision\_to\_pdu in prc\_collide.c, (null)  
 msg\_process\_deactivate\_req in prc\_deactiv.c, (null)  
 msg\_process\_deactivate\_rsp in prc\_deactiv.c, (null)  
 msg\_deactivate\_req\_to\_pdu in prc\_deactiv.c, (null)  
 msg\_deactivate\_rsp\_to\_pdu in prc\_deactiv.c, (null)  
 msg\_fire\_to\_pdu in prc\_fire.c, (null)  
 msg\_process\_fire in prc\_fire.c, (null)  
 msg\_impact\_to\_pdu in prc\_impact.c, (null)  
 msg\_process\_impact in prc\_impact.c, (null)  
 network\_process\_activate\_request in nwk\_activ.c, (null)  
 process\_deactivate\_other in nwk\_deact.c, (null)  
 network\_init in nwk\_init.c, (null)  
 network\_process\_a\_packet in nwk\_pkt.c, (null)  
 network\_fill\_hdr\_send\_sim\_rsp in nwk\_rsp.c, (null)  
 network\_fill\_hdr\_send\_dc\_rsp in nwk\_rsp.c, (null)  
 network\_check\_veh\_appearance in nwk\_thresh.c, (null)  
 network\_fill\_hdr\_send\_sim\_trans in nwk\_trans.c, (null)  
 network\_fill\_hdr\_send\_dc\_trans in nwk\_trans.c, (null)  
 rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
 rva\_adjust\_static\_vehicles in rva\_adjust.c, (null)  
 rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
 process\_known\_static in rva\_update.c, (null)  
 process\_unknown\_static in rva\_update.c, (null)  
 process\_known\_dynamic in rva\_update.c, (null)  
 process\_unknown\_dynamic in rva\_update.c, (null)  
 rva\_process\_update in rva\_update.c, (null)  
 simulation\_state\_machine in stt\_machine.c, (null)  
 io\_simul\_idle in niu\_io\_simul.c, (null)  
 keyboard\_simul in niu\_keybrd.c, (null)  
 lock\_on\_target\_vehicle in kato\_attach.c, IFDEF ODIN  
 veh\_spec\_startup in kato\_main.c, (null)  
 veh\_spec\_init in kato\_main.c, IFDEF ODIN  
 process\_visibility in kato\_network.c, (null)  
 cig\_failed\_fsm in kato\_status.c, (null)  
 process\_activate\_request in activate.c, (null)

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process_a_packet in proc_a_pkt.c, (null)
send_activate_response in act_rsp.c, (null)
format_vehicle_appearance in appearance.c, (null)
format_stealth_appearance in appearance.c, (null)
send_exercise_status_pkt in ex_status.c, (null)
send_exercise_status_trans in ex_status.c, (null)
network_send_missile_appearance in missile.c, (null)
network_fill_hdr_send_sim_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_dc_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_mgmt_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_ivis_pkt in send_dg_pkt.c, (null)
network_fill_hdr_send_faad_pkt in send_dg_pkt.c, (null)
send_pt_packet in send_pt_pkt.c, (null)
network_fill_hdr_send_sim_rsp in send_rsp.c, (null)
network_fill_hdr_send_dc_rsp in send_rsp.c, (null)
network_fill_hdr_send_sim_trans in send_trans.c, (null)
network_fill_hdr_send_dc_trans in send_trans.c, (null)
send_simulation_status_pkt in sim_status.c, (null)
send_simulation_status_trans in sim_status.c, (null)
send_status_response_trans in stat_rsp.c, (null)
send_vehicle_status_in_f__ing_multicast_group_zero in veh_status.c, (null)
send_vehicle_status_trans in veh_status.c, (null)
het_send_packet in het_send_pkt.c, (null)
simulation_state_machine in main.c, (null)
obj_adjust_static_objects in obj_adjust.c, (null)
obj_process_object in obj_storage.c, (null)
SbMilliseconds in sbcustom.c, (null)
cig_failed_fsm in m1_status.c, (null)
monitor_status in m1_status.c, (null)
cig_failed_fsm in m2_status.c, (null)
monitor_status in m2_status.c, (null)

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FILE: nwk\_lcl.c

FILE: nwk\_pkt.c

FUNCTION: do\_protocol\_on\_mgmt\_packet(pkt)

calledBy:

network\_process\_a\_packet in nwk\_pkt.c, IF 0

process\_a\_packet in proc\_a\_pkt.c, (null)

FUNCTION: do\_protocol\_on\_data\_analysis\_packet(pkt, exercise)

calledBy:

network\_process\_a\_packet in nwk\_pkt.c, IF 0

process\_a\_packet in proc\_a\_pkt.c, (null)

FUNCTION: do\_protocol\_on\_sim\_packet(pkt)

calledBy:

network\_process\_a\_packet in nwk\_pkt.c, (null)

process\_a\_packet in proc\_a\_pkt.c, (null)

FUNCTION: process\_sim\_transaction(pkt, originator, transID)

calledBy:

network\_process\_a\_packet in nwk\_pkt.c, (null)

process\_a\_packet in proc\_a\_pkt.c, (null)

FUNCTION: process\_dc\_transaction(pkt, originator, tid, exercise)

calledBy:

network\_process\_a\_packet in nwk\_pkt.c, IF 0

process\_a\_packet in proc\_a\_pkt.c, (null)

FUNCTION: network\_reconstitute\_from\_keyboard()

FUNCTION: network\_process\_a\_packet()  
     calledBy:  
         io\_simul in niu\_io\_simul.c, (null)  
         simul\_idle in niu\_io\_simul.c, (null)

FILE: nwk\_rsp.c  
 FUNCTION: network\_fill\_hdr\_send\_sim\_rsp(pdu, size, kind, originator, tid, cache)  
     calledBy:  
         network\_send\_collision\_response in coll\_rsp.c, (null)  
         network\_send\_deactivate\_response in deact\_rsp.c, (null)  
         network\_send\_impact\_response in imp\_rsp.c, (null)  
         send\_repaired\_pkt in repaired.c, (null)

FUNCTION: network\_fill\_hdr\_send\_dc\_rsp(pdu, size, kind, originator, tid, cache)

FILE: nwk\_stats.c  
 FUNCTION: network\_print\_statistics()  
     calledBy:  
         keyboard\_simul in niu\_keybrd.c, (null)  
         veh\_spec\_exit in niu\_main.c, (null)  
         keyboard\_simul in kato\_keybrd.c, (null)  
         veh\_spec\_exit in kato\_main.c, (null)  
         keyboard\_simul in m1\_keybrd.c, (null)  
         veh\_spec\_exit in m1\_main.c, (null)  
         keyboard\_simul in m2\_keybrd.c, (null)  
         veh\_spec\_exit in m2\_main.c, (null)

FILE: nwk\_thresh.c  
 FUNCTION: network\_v\_pkt\_verbose\_mode()  
     calledBy:  
         main in niu\_main.c, (null)

FUNCTION: network\_check\_veh\_appearance(niu\_id)  
     calledBy:  
         network\_xmit in nwk\_xmit.c, (null)  
         network\_xmit in net\_xmit.c, (null)

FUNCTION: network\_init\_thresholds(thresh file, niu\_id)  
     calledBy:  
         app\_init in niu\_network.c, (null)  
         app\_init in m1\_network.c, (null)  
         app\_init in m2\_network.c, IFDEF\_GT\_  
         app\_init in m2\_network.c, IFNDEF\_GT\_

FILE: nwk\_trans.c  
 FUNCTION: network\_fill\_hdr\_send\_sim\_trans(pdu, size, kind, respondent, callback, cparam, timeout, tparam)  
     calledBy:  
         send\_activate\_pkt in activate.c, (null)  
         network\_send\_outta\_my\_way\_mf in collision.c, (null)  
         network\_send\_vehicle\_impact in veh\_impact.c, (null)

FUNCTION: network\_fill\_hdr\_send\_dc\_trans(pdu, size, kind, respondent, callback, cparam, timeout, tparam)

FILE: nwk\_xmit.c  
 FUNCTION: network\_xmit()  
     calledBy:  
         net\_simul in net\_simul.c, (null)  
         net\_simul in n\_net\_simul.c, (null)  
         io\_simul in io\_simul.c, (null)  
         io\_simul\_idle in io\_simul.c, (null)

FUNCTION: network\_xmit\_idle()



calledBy:  
io\_simul\_idle in io\_simul.c, (null)  
io\_simul\_idle in niu\_io\_simul.c, (null)

**DIRECTORY: ./gt/niu/libsrc/librva**

**FILE: rva\_adjust.c**

**FUNCTION: dead\_reckon(veh, elapsed\_time)**

calledBy:  
rva\_adjust\_vehicles in rva\_adjust.c, (null)  
rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
**FUNCTION: rva\_adjust\_dynamic\_vehicles(elapsed\_time)**

calledBy:  
rva\_tick\_rva in rva\_tick.c, (null)  
**FUNCTION: rva\_adjust\_static\_vehicles()**  
calledBy:  
rva\_tick\_rva in rva\_tick.c, (null)

**FILE: rva\_blades.c**

**FUNCTION: rva\_rotate\_rva\_blades(curr\_veh, ticks\_per\_second)**

calledBy:  
rva\_adjust\_vehicles in rva\_adjust.c, (null)  
rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)

**FILE: rva\_debug.c**

**FUNCTION: rva\_turn\_debug\_on()**

calledBy:  
keyboard\_simul in niu\_keybrd.c, (null)  
main in niu\_main.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
keyboard\_simul in m1\_keybrd.c, (null)  
main in m1\_main.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)  
main in m2\_main.c, (null)

**FUNCTION: rva\_turn\_debug\_off()**

calledBy:  
keyboard\_simul in niu\_keybrd.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
keyboard\_simul in m1\_keybrd.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)

**FUNCTION: rva\_dump\_priority\_lists()**

calledBy:  
keyboard\_simul in niu\_keybrd.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
keyboard\_simul in m1\_keybrd.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)

**FILE: rva\_forget.c**

**FUNCTION: rva\_forget\_about\_vehicle(vehicle\_id)**

calledBy:  
delete\_vehicles\_from\_list in rva\_pr\_rm.c, (null)  
process\_known\_vehicle in rva\_update.c, (null)  
process\_deactivate\_other in nwk\_deact.c, (null)  
delete\_vehicles\_from\_list in rva\_pr\_rm.c, (null)  
process\_known\_dynamic in rva\_update.c, (null)  
process\_deactivate\_other in deactivate.c, (null)

**FUNCTION: rva\_delete\_next\_tick(entry)**

FUNCTION: rva\_delete\_vehs\_on\_delete\_list()  
calledBy:  
rva\_tick\_rva in rva\_tick.c, (null)

FILE: rva\_hash.c

FUNCTION: rva\_alloc\_hash\_table(table, n\_entries)  
calledBy:  
rva\_alloc\_rva\_table in rva\_hash.c, (null)

FUNCTION: rva\_init\_hash\_table(table, n\_entries)  
calledBy:  
rva\_init in rva\_init.c, (null)  
rva\_init\_rva\_table in rva\_hash.c, (null)

FUNCTION: rva\_lookup\_hash\_table\_entry(table, vid)  
calledBy:  
rva\_find\_hash\_entry in rva\_hash.c, (null)

FUNCTION: rva\_remove\_hash\_table\_entry(table, vid)  
calledBy:  
rva\_delete\_hash\_entry in rva\_hash.c, (null)

FUNCTION: rva\_insert\_hash\_table\_entry(table, vid)  
calledBy:  
rva\_add\_hash\_entry in rva\_hash.c, (null)

FUNCTION: find\_hash\_value(vid)  
calledBy:  
hash\_add\_hash\_entry in hash\_add.c, (null)  
hash\_find\_hash\_entry in hash\_find.c, (null)  
hash\_remove\_hash\_entry in hash\_remove.c, (null)  
rva\_lookup\_hash\_table\_entry in rva\_hash.c, (null)  
rva\_remove\_hash\_table\_entry in rva\_hash.c, (null)  
rva\_insert\_hash\_table\_entry in rva\_hash.c, (null)

FUNCTION: free\_hash\_entry(table, hashi)  
calledBy:  
hash\_remove\_hash\_entry in hash\_remove.c, (null)  
rva\_remove\_hash\_table\_entry in rva\_hash.c, (null)

FUNCTION: get\_hash\_entry(table)  
calledBy:  
hash\_add\_hash\_entry in hash\_add.c, (null)  
rva\_insert\_hash\_table\_entry in rva\_hash.c, (null)

FUNCTION: rva\_alloc\_rva\_table()  
calledBy:  
rva\_setup in rva\_setup.c, (null)

FUNCTION: rva\_init\_rva\_table()  
calledBy:  
rva\_init in rva\_init.c, (null)

FUNCTION: rva\_find\_hash\_entry(vid)  
calledBy:  
rva\_forget\_about\_vehicle in rva\_forget.c, (null)  
rva\_make\_vehicle\_visible in rva\_invis.c, (null)  
rva\_make\_vehicle\_invisible in rva\_invis.c, (null)  
rva\_smooth\_vehicle in rva\_smooth.c, (null)  
rva\_dont\_smooth\_vehicle in rva\_smooth.c, (null)  
rva\_process\_update in rva\_update.c, (null)  
rva\_get\_veh\_app\_pkt in rva\_veh\_app.c, (null)  
rva\_get\_veh\_distance\_squared in rva\_veh\_app.c, (null)  
rva\_util\_get\_veh\_app\_pkt in get\_list.c, (null)  
TObjectExists in object.c, (null)

rva\_forget\_about\_vehicle in rva\_forget.c, (null)  
rva\_make\_vehicle\_visible in rva\_invis.c, (null)  
rva\_make\_vehicle\_invisible in rva\_invis.c, (null)  
rva\_process\_update in rva\_update.c, (null)  
rva\_get\_veh\_app\_pkt in rva\_veh\_app.c, (null)  
FUNCTION: rva\_delete\_hash\_entry(vid)  
rva\_delete\_veh\_entry in rva\_forget.c, (null)  
rva\_delete\_vehs\_on\_delete\_list in rva\_forget.c, (null)  
FUNCTION: rva\_add\_hash\_entry(vid)  
calledBy:  
process\_unknown\_vehicle in rva\_update.c, (null)  
process\_unknown\_static in rva\_update.c, (null)  
process\_unknown\_dynamic in rva\_update.c, (null)  
FILE: rva\_init.c  
FUNCTION: rva\_init()  
calledBy:  
NetworkInit in network.c, (null)  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FILE: rva\_invis.c  
FUNCTION: rva\_make\_vehicle\_visible(veh\_id)  
calledBy:  
process\_known\_vehicle in rva\_update.c, (null)  
state\_vel\_attach in kato\_state.c, (null)  
state\_world\_attach in kato\_state.c, (null)  
state\_orbit\_attach in kato\_state.c, (null)  
state\_mimic in kato\_state.c, (null)  
state\_vehicle\_attach in kato\_state.c, (null)  
state\_vehicle\_detach in kato\_state.c, (null)  
FUNCTION: rva\_make\_vehicle\_invisible(veh\_id)  
calledBy:  
process\_known\_vehicle in rva\_update.c, (null)  
state\_mimic in kato\_state.c, (null)  
FILE: rva\_lists.c  
FUNCTION: rva\_get\_list\_of\_output\_lists()  
calledBy:  
rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
rva\_adjust\_static\_vehicles in rva\_adjust.c, (null)  
FUNCTION: get\_list\_num()  
calledBy:  
rva\_create\_output\_list in rva\_lists.c, (null)  
FUNCTION: rva\_create\_output\_list(inclusion\_fn)  
calledBy:  
rva\_setup in rva\_setup.c, (null)  
missile\_hydra\_init in rkt\_hydra.c, (null)  
sad\_init in way\_ed.c, (null)  
m1\_collision\_init in m1\_collision.c, (null)  
resupply\_init in m1\_resupp.c, (null)  
m2\_collision\_init in m2\_collision.c, (null)  
resupply\_init in m2\_resupp.c, (null)  
FUNCTION: rva\_delete\_output\_list(list\_id)  
FUNCTION: rva\_get\_output\_list(list\_id, list, num\_vehicles)  
calledBy:  
NetworkDumpRva in network.c, (null)

ResetVehicleList in network.c, (null)  
 TrackAcquire in track.c, (null)  
 msg\_bld\_vehicle\_buffer in bld\_updates.c, (null)  
 cig\_msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
 cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)  
 cig\_msg\_delete\_old\_othervehs in del\_veh.c, (null)  
 lock\_on\_target\_vehicle in kato\_attach.c, (null)  
 cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
 msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
 msg\_process\_othervehs in adj\_otherveh.c, (null)  
 msg\_write\_update\_list in msg\_loc.c, (null)  
 near\_get\_next\_veh\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_closest\_to\_point in near\_point.c, (null)  
 near\_get\_next\_veh\_near\_vector in near\_vector.c, (null)  
 near\_get\_veh\_closest\_to\_vector in near\_vector.c, (null)  
 sad\_simul in way\_ed.c, (null)  
 m1\_collision\_simul in m1\_collision.c, (null)  
 resupply\_simul in m1\_resupp.c, (null)  
 m2\_collision\_simul in m2\_collision.c, (null)  
 resupply\_simul in m2\_resupp.c, (null)  
 FUNCTION: rva\_get\_rva\_output\_list(list\_id)  
     calledBy:  
         rva\_build\_list in rva\_lists.c, (null)  
         rva\_dont\_build\_list in rva\_lists.c, (null)  
         rva\_get\_output\_list in rva\_lists.c, (null)  
         rva\_add\_to\_add\_list in rva\_lists.c, (null)  
         rva\_add\_to\_delete\_list in rva\_lists.c, (null)  
         rva\_add\_to\_update\_list in rva\_lists.c, (null)  
 FUNCTION: rva\_zero\_output\_lists()  
     calledBy:  
         rva\_tick\_rva in rva\_tick.c, (null)  
 FUNCTION: rva\_add\_to\_add\_list(veh)  
     calledBy:  
         rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
         rva\_adjust\_static\_vehicles in rva\_adjust.c, (null)  
 FUNCTION: rva\_add\_to\_delete\_list(veh)  
     calledBy:  
         rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
         rva\_adjust\_static\_vehicles in rva\_adjust.c, (null)  
 FUNCTION: rva\_add\_to\_update\_list(veh)  
     calledBy:  
         rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
         rva\_adjust\_static\_vehicles in rva\_adjust.c, (null)  
 FUNCTION: rva\_add\_to\_list\_if\_needed(list, veh)  
     calledBy:  
         rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
         rva\_adjust\_static\_vehicles in rva\_adjust.c, (null)  
 FILE: rva\_loc.c  
 FILE: rva\_pr\_get.c  
 FUNCTION: rva\_get\_priority\_list(vap, r\_squared)  
     calledBy:  
         process\_known\_vehicle in rva\_update.c, (null)  
         process\_unknown\_vehicle in rva\_update.c, (null)  
         process\_known\_dynamic in rva\_update.c, (null)

process\_unknown\_dynamic in rva\_update.c, (null)  
FILE: rva\_pr\_init.c  
FUNCTION: rva\_priority\_setup(pri\_data\_file)  
calledBy:  
rva\_setup in rva\_setup.c, (null)  
FILE: rva\_pr\_loc.c  
FILE: rva\_pr\_rm.c  
FUNCTION: rva\_remove\_veh\_from\_pri\_list(veh, pri\_list)  
calledBy:  
process\_known\_vehicle in rva\_update.c, (null)  
process\_known\_dynamic in rva\_update.c, (null)  
FUNCTION: delete\_vehicles\_from\_list(pri\_list)  
FILE: rva\_range.c  
FUNCTION: rva\_get\_max\_range\_sqrd()  
calledBy:  
impacts\_queue\_effect in impacts.c, (null)  
process\_fire in fire.c, (null)  
process\_indirect\_fire in indir\_fire.c, (null)  
FUNCTION: rva\_check\_range(center)  
calledBy:  
net\_simul in n\_net\_simul.c, (null)  
cig\_prepare\_buffer in niu\_cig.c, (null)  
cig\_prepare\_buffer in kato\_cig.c, (null)  
cig\_prepare\_buffer in m1\_cig.c, (null)  
cig\_prepare\_buffer in m2\_cig.c, (null)  
FUNCTION: rva\_dont\_check\_range()  
FUNCTION: rva\_get\_range\_sqrd(loc)  
calledBy:  
process\_known\_vehicle in rva\_update.c, (null)  
process\_unknown\_vehicle in rva\_update.c, (null)  
process\_unknown\_static in rva\_update.c, (null)  
process\_known\_dynamic in rva\_update.c, (null)  
process\_unknown\_dynamic in rva\_update.c, (null)  
FILE: rva\_setup.c  
FUNCTION: rva\_setup(pri\_list\_file)  
calledBy:  
NetworkInit in network.c, (null)  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FILE: rva\_smooth.c  
FUNCTION: rva\_smooth\_init\_veh(r)  
calledBy:  
process\_unknown\_vehicle in rva\_update.c, (null)  
process\_unknown\_dynamic in rva\_update.c, (null)  
FUNCTION: rva\_smooth\_get\_new\_velocities(r, vap)  
calledBy:  
rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
FUNCTION: rva\_smooth\_process\_dynamic(r, vap)  
calledBy:  
rva\_process\_update in rva\_update.c, (null)  
FUNCTION: rva\_smooth\_dead\_reckon(r, elapsed\_time)  
calledBy:  
rva\_adjust\_vehicles in rva\_adjust.c, (null)  
rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)

FUNCTION: rva\_set\_smooth\_cutoff(cutoff)  
calledBy:  
    rva\_priority\_setup in rva\_pr\_init.c, (null)  
    main in niu\_main.c, (null)

FUNCTION: rva\_get\_smooth\_cutoff()  
calledBy:  
    rva\_adjust\_vehicles in rva\_adjust.c, (null)  
    rva\_process\_update in rva\_update.c, (null)  
    rva\_adjust\_dynamic\_vehicles in rva\_adjust.c, (null)  
    rva\_process\_update in rva\_update.c, (null)

FILE: rva\_tick.c  
FUNCTION: rva\_get\_last\_frame\_time()  
calledBy:  
    rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)

FUNCTION: rva\_tick\_rva(time\_elapsed)  
calledBy:  
    NetworkUpdateRva in network.c, (null)  
    net\_simul in n\_net\_simul.c, (null)  
    cig\_prepare\_buffer in niu\_cig.c, (null)  
    cig\_prepare\_buffer in kato\_cig.c, (null)  
    cig\_prepare\_buffer in m1\_cig.c, (null)  
    cig\_prepare\_buffer in m2\_cig.c, (null)

FILE: rva\_update.c  
FUNCTION: process\_known\_static(r, vap)  
calledBy:  
    rva\_process\_update in rva\_update.c, (null)

FUNCTION: process\_unknown\_static(vap)  
calledBy:  
    rva\_process\_update in rva\_update.c, (null)

FUNCTION: process\_known\_dynamic(r, vap)  
calledBy:  
    rva\_process\_update in rva\_update.c, (null)

FUNCTION: process\_unknown\_dynamic(vap)  
calledBy:  
    rva\_process\_update in rva\_update.c, (null)

FUNCTION: rva\_process\_update(vap)  
calledBy:  
    rva\_smooth\_process\_dynamic in rva\_smooth.c, (null)  
    process\_a\_packet in network.c, (null)  
    network\_process\_update in nwk\_appear.c, (null)  
    cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
    process\_update in veh\_appear.c, (null)

FILE: rva\_veh\_app.c  
FUNCTION: rva\_get\_veh\_app\_pkt(vehicle)  
calledBy:  
    rva\_util\_get\_veh\_app\_pkt in get\_list.c, (null)  
    CalculateRangeSquaredToObject in object.c, (null)  
    LocationVehicle in object.c, (null)  
    RotationVehicle in object.c, (null)  
    TypeVehicle in object.c, (null)  
    TrackAcquire in track.c, IFDEF TRACKDEBUG  
    cig\_msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
    cig\_msg\_adjust\_staticveh\_state in adj\_chg\_stat.c, (null)  
    cig\_msg\_add\_new\_staticvehs in app\_stat\_veh.c, (null)

attached\_vehicle\_packet in kato\_attach.c, (null)  
 attach\_check\_target\_in\_rva in kato\_attach.c, (null)  
 collision\_simul in coll\_vehicle.c, (null)  
 collision\_check\_veh\_coll\_at in collision.c, (null)  
 missile\_atgm\_fly in miss\_atgm.c, (null)  
 fill\_changed\_static\_remove\_msg in adj\_chg\_stat.c, (null)  
 add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)  
 msg\_process\_otherehvs in adj\_othereh.c, (null)  
 add\_staticveh\_state\_to\_cig\_msg in pre\_stat\_veh.c, (null)  
 near\_get\_veh\_if\_still\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_if\_still\_near\_vector in near\_vector.c, (null)

# **DIRECTORY: ./gt/niu/libsrc/libstate**

FILE: stt\_machine.c

FUNCTION: enter\_gracefully()

calledBy:

main in niu\_main.c, (null)  
 main in calibrate.c, (null)  
 main in ncalib.c, (null)  
 main in panel\_test.c, (null)  
 main in kato\_main.c, (null)  
 main in m1\_key\_ctl.c, (null)  
 main in m1\_main.c, (null)  
 main in m2\_main.c, (null)

FUNCTION: exit\_gracefully(reboot)

calledBy:

dump\_core in dump\_core.c, IFDEF\_GT\_  
 keyboard\_simul in niu\_keybrd.c, (null)  
 main in calibrate.c, (null)  
 calib\_get\_mode in calibrate.c, (null)  
 calib\_file\_nomatch in calibrate.c, (null)  
 get\_calib\_values in calibrate.c, (null)  
 get\_pos in calibrate.c, (null)  
 write\_calib\_file in calibrate.c, (null)  
 main in ncalib.c, (null)  
 calib\_file\_nomatch in ncalib.c, (null)  
 get\_calib\_values in ncalib.c, (null)  
 write\_calib\_file in ncalib.c, (null)  
 main in panel\_test.c, (null)  
 report\_and\_exit in panel\_test.c, (null)  
 main in panel\_test.c, (null)  
 report\_and\_exit in panel\_test.c, (null)  
 keyboard\_simul in kato\_keybrd.c, (null)  
 keyboard\_simul in m1\_keybrd.c, (null)  
 keyboard\_simul in m2\_keybrd.c, (null)

FUNCTION: activate\_simulation()

calledBy:

network\_process\_activate\_request in nwk\_activ.c, (null)  
 network\_use\_activation in ause\_activ.c, (null)  
 network\_use\_activation in use\_activ.c, (null)

FUNCTION: deactivate\_simulation()

calledBy:

process\_deactivate\_me in deactivate.c, (null)

FUNCTION: sim\_state\_startup()  
calledBy:  
main in niu\_main.c, (null)  
main in kato\_main.c, (null)  
main in m1\_main.c, (null)  
main in m2\_main.c, (null)  
FUNCTION: sim\_state\_idle()  
calledBy:  
enter\_gracefully in stt\_machine.c, (null)  
simulation\_state\_machine in stt\_machine.c, (null)  
enter\_gracefully in main.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: sim\_state\_siminit()  
calledBy:  
activate\_simulation in stt\_machine.c, (null)  
activate\_simulation in main.c, (null)  
FUNCTION: sim\_state\_simulate()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: sim\_state\_simstop()  
calledBy:  
deactivate\_simulation in stt\_machine.c, (null)  
deactivate\_simulation in main.c, (null)  
FUNCTION: sim\_state\_simexit()  
calledBy:  
exit\_gracefully in stt\_machine.c, (null)  
exit\_gracefully in main.c, (null)  
FUNCTION: sim\_state\_simulating()  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, (null)  
network\_process\_a\_packet in nwk\_pkt.c, IF 0  
exit\_gracefully in stt\_machine.c, (null)  
process\_sim\_transaction in proc\_a\_pkt.c, (null)  
process\_a\_packet in proc\_a\_pkt.c, (null)  
FUNCTION: simulation\_state\_machine()  
calledBy:  
main in niu\_main.c, (null)  
main in kato\_main.c, (null)  
main in m1\_main.c, (null)  
main in m2\_main.c, (null)  
FILE: stt\_pars.c  
FUNCTION: main\_read\_pars\_file(fn)  
calledBy:  
main\_read\_pars\_file in stt\_pars.c, (null)  
main in niu\_main.c, (null)  
FUNCTION: get\_vconfig\_file1()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
veh\_spec\_startup in kato\_main.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
cig\_setup\_configuration in m1\_cig.c, (null)  
veh\_spec\_startup in m1\_main.c, (null)  
veh\_spec\_startup in m2\_main.c, (null)



FUNCTION: get\_vconfig\_file2()  
calledBy:  
    print\_pars\_files in stt\_pars.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
    cig\_setup\_configuration in m1\_cig.c, IFNDEF \_GT\_  
FUNCTION: get\_asid\_map\_file()  
calledBy:  
    print\_pars\_files in stt\_pars.c, (null)  
    veh\_spec\_startup in niu\_main.c, (null)  
    veh\_spec\_startup in kato\_main.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
    veh\_spec\_startup in m1\_main.c, (null)  
    veh\_spec\_startup in m2\_main.c, (null)  
FUNCTION: get\_veh\_map\_file()  
calledBy:  
    print\_pars\_files in stt\_pars.c, (null)  
    veh\_spec\_startup in niu\_main.c, (null)  
    veh\_spec\_startup in kato\_main.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
    veh\_spec\_startup in m1\_main.c, (null)  
    veh\_spec\_startup in m2\_main.c, (null)  
FUNCTION: get\_ammo\_map\_file()  
calledBy:  
    print\_pars\_files in stt\_pars.c, (null)  
    veh\_spec\_startup in niu\_main.c, (null)  
    veh\_spec\_startup in kato\_main.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
    veh\_spec\_startup in m1\_main.c, (null)  
    veh\_spec\_startup in m2\_main.c, (null)  
FUNCTION: get\_sdamage\_file()  
calledBy:  
    print\_pars\_files in stt\_pars.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
    failure\_init in m1\_failure.c, (null)  
    failure\_init in m2\_failure.c, (null)  
FUNCTION: get\_thresh\_file()  
calledBy:  
    print\_pars\_files in stt\_pars.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_idle\_filter\_file()  
calledBy:  
    print\_pars\_files in stt\_pars.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_priority\_list\_file()  
calledBy:  
    simulation\_state\_machine in stt\_machine.c, (null)  
    print\_pars\_files in stt\_pars.c, (null)  
    simulation\_state\_machine in main.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_register\_file()  
calledBy:  
    print\_pars\_files in stt\_pars.c, (null)  
    print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_sim\_filter\_file()

```

    calledBy:
        print_pars_files in stt_pars.c, (null)
        print_pars_files in read_pars.c, (null)
    FUNCTION: get_default_db_name()
    calledBy:
        print_pars_files in stt_pars.c, (null)
        main in niu_main.c, (null)
        main in kato_main.c, (null)
        print_pars_files in read_pars.c, (null)
        main in m1_main.c, (null)
        main in m2_main.c, (null)
    FUNCTION: get_default_db_version()
    calledBy:
        print_pars_files in stt_pars.c, (null)
        main in niu_main.c, (null)
        main in kato_main.c, (null)
        print_pars_files in read_pars.c, (null)
        main in m1_main.c, (null)
        main in m2_main.c, (null)
    FUNCTION: get_ded_override()
    calledBy:
        print_pars_files in stt_pars.c, (null)
        print_pars_files in read_pars.c, (null)
    FUNCTION: get_db_override()
    calledBy:
        print_pars_files in stt_pars.c, (null)
        print_pars_files in read_pars.c, (null)
    FUNCTION: print_pars_files()

DIRECTORY: ./gt/niu/src
FILE: n_net_simul.c
    FUNCTION: net_simul()
    calledBy:
        simulation_state_machine in stt_machine.c, (null)
        simulation_state_machine in main.c, (null)
FILE: niu_cig.c
    FUNCTION: cig_msg_my_veh_state()
    calledBy:
        cig_prepare_buffer in niu_cig.c, (null)
    FUNCTION: cig_prepare_buffer()
    calledBy:
        net_simul in net_simul.c, (null)
        cigex_start in cig_start.c, (null)
        net_simul in n_net_simul.c, (null)
        io_simul in io_simul.c, (null)
        cig_reconfig_start in cig_r_start.c, (null)
    FUNCTION: cig_process_buffer(buf)
    calledBy:
        io_simul in io_simul.c, IFDEF_GT_
        io_simul in io_simul.c, IFNDEF_GT_
        io_simul in io_simul.c, (null)
FILE: niu_frm_ctl.c
    FUNCTION: ft_init_frame_time(time)

```

```
    calledBy:
        veh_spec_startup in niu_main.c, (null)
FUNCTION: ft_start_frame()
    calledBy:
        io_simul in niu_io_simul.c, (null)
FUNCTION: ft_poll_eof()
    calledBy:
        io_simul in niu_io_simul.c, (null)
FILE: niu_io_simul.c
FUNCTION: timeout()
    calledBy:
        io_simul in niu_io_simul.c, (null)
FUNCTION: check_for_missed_buffers()
    calledBy:
        io_simul in niu_io_simul.c, (null)
FUNCTION: io_simul()
    calledBy:
        simulation_state_machine in stt_machine.c, (null)
        simulation_state_machine in main.c, (null)
FUNCTION: io_simul_idle()
    calledBy:
        veh_spec_idle in niu_main.c, (null)
        veh_spec_idle in kato_main.c, (null)
        veh_spec_idle in m1_main.c, (null)
        veh_spec_idle in m2_main.c, (null)
FUNCTION: io_sync_with_cig()
    calledBy:
        main in niu_main.c, (null)
FUNCTION: io_sync_with_host()
FUNCTION: io_sync_with_niu()
    calledBy:
        main in niu_main.c, (null)
FILE: niu_keybrd.c
FUNCTION: keyboard_really_use()
    calledBy:
        main in niu_main.c, (null)
        main in kato_main.c, (null)
        main in m1_main.c, (null)
        main in m2_main.c, (null)
FUNCTION: keyboard_init()
    calledBy:
        veh_spec_startup in niu_main.c, (null)
        veh_spec_startup in kato_main.c, (null)
        veh_spec_startup in m1_main.c, (null)
        veh_spec_startup in m2_main.c, (null)
FUNCTION: keyboard_simul()
    calledBy:
        veh_spec_idle in niu_main.c, (null)
        veh_spec_simulate in niu_main.c, (null)
        veh_spec_idle in kato_main.c, (null)
        veh_spec_simulate in kato_main.c, (null)
        veh_spec_idle in m1_main.c, (null)
        veh_spec_simulate in m1_main.c, IF defined ( SIMBFLY )
        veh_spec_simulate in m1_main.c, IF not defined ( SIMBFLY )
```

```
veh_spec_idle in m2_main.c, (null)
veh_spec_simulate in m2_main.c, IF defined ( SIMBFLY )
veh_spec_simulate in m2_main.c, IF not defined ( SIMBFLY )
FUNCTION: keyboard_exit_gracefully()
calledBy:
veh_spec_exit in niu_main.c, (null)
veh_spec_exit in kato_main.c, (null)
veh_spec_exit in m1_main.c, (null)
veh_spec_exit in m2_main.c, (null)
FILE: niu_main.c
FUNCTION: print_help(progname)
calledBy:
main in niu_main.c, (null)
main in kato_main.c, (null)
main in m1_main.c, (null)
main in m2_main.c, (null)
FUNCTION: print_veh_logo()
calledBy:
enter_gracefully in stt_machine.c, (null)
enter_gracefully in main.c, (null)
FUNCTION: veh_spec_startup()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_idle()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_init()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_simulate()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_stop()
calledBy:
simulation_state_machine in stt_machine.c, (null)
simulation_state_machine in main.c, (null)
FUNCTION: veh_spec_exit()
calledBy:
simulation_state_machine in stt_machine.c, (null)
keyboard_simul in niu_keybrd.c, IFDEF_GT_
simulation_state_machine in main.c, (null)
FUNCTION: self_sync()
FUNCTION: main(argc, argv)
FILE: niu_network.c
FUNCTION: send_equipment_status()
calledBy:
network_xmit in nwk_xmit.c, (null)
network_xmit_idle in nwk_xmit.c, (null)
network_xmit in net_xmit.c, (null)
network_xmit_idle in net_xmit.c, (null)
```

FUNCTION: send\_vehicle\_status()

calledBy:

network\_xmit in nwk\_xmit.c, (null)

network\_xmit in net\_xmit.c, (null)

network\_respond\_to\_query\_pkt in stat\_rsp.c, (null)

FUNCTION: network\_process\_activation\_parameters(p)

calledBy:

network\_process\_activate\_request in nwk\_activ.c, (null)

network\_use\_activation in ause\_activ.c, (null)

network\_use\_activation in use\_activ.c, (null)

FUNCTION: process\_radiate(pkt)

calledBy:

do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FUNCTION: app\_init(vehicle)

calledBy:

veh\_spec\_init in niu\_main.c, (null)

veh\_spec\_init in kato\_main.c, (null)

veh\_spec\_init in m1\_main.c, (null)

veh\_spec\_init in m2\_main.c, (null)

FUNCTION: fill\_vehicle\_spec\_status(pkt)

calledBy:

build\_vehicle\_status in veh\_status.c, (null)

FUNCTION: network\_dump\_box\_vec()

FUNCTION: fill\_vehicle\_spec\_appearance(pkt)

calledBy:

format\_vehicle\_appearance in appearance.c, (null)

format\_stealth\_appearance in appearance.c, (null)

FUNCTION: veh\_spec\_activate\_time()

calledBy:

network\_send\_activate\_response in nwk\_act\_ack.c, (null)

send\_activate\_response in act\_rsp.c, (null)

FILE: niu\_stubs.c

**DIRECTORY: ./gt/oldlib**

No files defined.

**DIRECTORY: ./gt/save**

No files defined.

**DIRECTORY: ./gt/util**

No files defined.

**DIRECTORY: ./gt/util/calibrate**

FILE: calibrate.c

FUNCTION: main(argc, argv)

FUNCTION: enter\_gracefully(vehicle)

calledBy:

main in niu\_main.c, (null)

main in calibrate.c, (null)

main in ncalib.c, (null)

main in panel\_test.c, (null)

main in kato\_main.c, (null)

main in m1\_key\_ctl.c, (null)

```

    main in m1_main.c, (null)
    main in m2_main.c, (null)
FUNCTION: clear_screen()
    calledBy:
        print_veh_logo in niu_main.c, IFNDEF _GT_
        enter_gracefully in calibrate.c, (null)
        calib_create_mode in calibrate.c, (null)
        calib_edit_mode in calibrate.c, (null)
        get_calib_values in calibrate.c, (null)
        enter_gracefully in ncalib.c, (null)
        calib_create_mode in ncalib.c, (null)
        calib_edit_mode in ncalib.c, (null)
        get_calib_values in ncalib.c, (null)
        main in panel_test.c, (null)
        enter_gracefully in panel_test.c, (null)
        output_alpha_test in pnl_tst_alp.c, (null)
        output_binary_test in pnl_tst_bin.c, (null)
        output_digital_test in pnl_tst_dig.c, (null)
        adc_test in pnl_tst_idc.c, (null)
        input_test in pnl_tst_inp.c, (null)
        output_meter_test in pnl_tst_met.c, (null)
        output_sad_test in pnl_tst_sad.c, (null)
        output_sound_test in pnl_tst_snd.c, (null)
        main in panel_test.c, (null)
        enter_gracefully in panel_test.c, (null)
        output_alpha_test in pnl_tst_alp.c, (null)
        output_binary_test in pnl_tst_bin.c, (null)
        output_digital_test in pnl_tst_dig.c, (null)
        adc_test in pnl_tst_idc.c, (null)
        input_test in pnl_tst_inp.c, (null)
        output_meter_test in pnl_tst_met.c, (null)
        output_sad_test in pnl_tst_sad.c, (null)
        output_sound_test in pnl_tst_snd.c, (null)
FUNCTION: setup_terminal()
    main in ncalib.c, IFDEF notdef
FUNCTION: calib_get_mode()
    calledBy:
        main in calibrate.c, (null)
        main in ncalib.c, (null)
FUNCTION: zero_calib_array()
    calledBy:
        calib_get_mode in calibrate.c, (null)
        calib_file_nomatch in calibrate.c, (null)
        calib_get_mode in ncalib.c, (null)
        calib_file_nomatch in ncalib.c, (null)
FUNCTION: calib_file_nomatch(fp)
    calledBy:
        calib_get_mode in calibrate.c, (null)
        calib_get_mode in ncalib.c, (null)
FUNCTION: calib_create_mode()
    calledBy:
        main in calibrate.c, (null)
        main in ncalib.c, (null)
FUNCTION: calib_edit_mode()

```

calledBy:  
main in calibrate.c, (null)  
calib\_create\_mode in calibrate.c, (null)  
main in ncalib.c, (null)  
calib\_create\_mode in ncalib.c, (null)  
FUNCTION: clear\_line(now, string)  
calledBy:  
calib\_edit\_mode in calibrate.c, (null)  
get\_pos in calibrate.c, (null)  
calib\_edit\_mode in ncalib.c, (null)  
get\_pos in ncalib.c, (null)  
FUNCTION: get\_calib\_values(entry)  
calledBy:  
calib\_create\_mode in calibrate.c, (null)  
calib\_edit\_mode in calibrate.c, (null)  
get\_calib\_values in calibrate.c, (null)  
calib\_create\_mode in ncalib.c, (null)  
calib\_edit\_mode in ncalib.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: get\_vals\_lr(entry, no\_pos, action\_type)  
calledBy:  
get\_calib\_values in calibrate.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: get\_vals\_dr(entry, no\_pos, action\_type)  
calledBy:  
get\_calib\_values in calibrate.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: get\_vals\_zf(entry, no\_pos, action\_type)  
calledBy:  
get\_calib\_values in calibrate.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: get\_pos(msg, entry, action\_type, val\_no)  
calledBy:  
get\_vals\_lr in calibrate.c, (null)  
get\_vals\_dr in calibrate.c, (null)  
get\_vals\_zf in calibrate.c, (null)  
get\_vals\_lr in ncalib.c, (null)  
get\_vals\_dr in ncalib.c, (null)  
get\_vals\_zf in ncalib.c, (null)  
FUNCTION: write\_calib\_file()  
calledBy:  
main in calibrate.c, (null)  
main in ncalib.c, (null)  
FUNCTION: exit\_gracefully()  
calledBy:  
dump\_core in dump\_core.c, IFDEF\_GT\_  
keyboard\_simul in niu\_keybrd.c, (null)  
main in calibrate.c, (null)  
calib\_get\_mode in calibrate.c, (null)  
calib\_file\_nomatch in calibrate.c, (null)  
get\_calib\_values in calibrate.c, (null)  
get\_pos in calibrate.c, (null)  
write\_calib\_file in calibrate.c, (null)  
main in ncalib.c, (null)

calib\_file\_nomatch in ncalib.c, (null)  
get\_calib\_values in ncalib.c, (null)  
write\_calib\_file in ncalib.c, (null)  
main in panel\_test.c, (null)  
report\_and\_exit in panel\_test.c, (null)  
main in panel\_test.c, (null)  
report\_and\_exit in panel\_test.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
keyboard\_simul in m1\_keybrd.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)  
FUNCTION: reset\_terminal()  
calledBy:  
dev\_error in dev.c, (null)  
exit\_gracefully in calibrate.c, (null)  
exit\_gracefully in ncalib.c, (null)  
FUNCTION: set\_lamps()  
calledBy:  
get\_pos in calibrate.c, (null)  
sleep\_lamps in calibrate.c, (null)  
get\_pos in ncalib.c, (null)  
sleep\_lamps in ncalib.c, (null)  
FUNCTION: reset\_lamps()  
calledBy:  
get\_pos in calibrate.c, (null)  
exit\_gracefully in calibrate.c, (null)  
sleep\_lamps in calibrate.c, (null)  
get\_pos in ncalib.c, (null)  
exit\_gracefully in ncalib.c, (null)  
sleep\_lamps in ncalib.c, (null)  
FUNCTION: sleep\_lamps(time)  
calledBy:  
calib\_create\_mode in calibrate.c, (null)  
calib\_edit\_mode in calibrate.c, (null)  
get\_calib\_values in calibrate.c, (null)  
calib\_create\_mode in ncalib.c, (null)  
calib\_edit\_mode in ncalib.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: backup(f)  
FUNCTION: read\_calibrate\_file(file\_name)  
**DIRECTORY: ./gt/util/cigutil**  
**FILE: buf.c**  
FUNCTION: setup\_buffer\_ptrs(num, buf)  
calledBy:  
cig\_prepare in cig\_prepare.c, IFDEF SIMBFLY  
cig\_prepare in cig\_prepare.c, IFNDEF SIMBFLY  
FUNCTION: set\_buffer\_num(num)  
calledBy:  
net\_simul in net\_simul.c, (null)  
cig\_stop in Ocig\_stop.c, (null)  
cig\_stop in Ocig\_stop.c, IFNDEF DEF\_71  
cig\_stop in Ocig\_stop.c, (null)  
cig\_reconfig\_start in cig\_r\_start.c, (null)



```

    cig_setup_dr_transfer in cig_send_buf.c, (null)
    cig_stop in cig_stop.c, (null)
    cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
    cig_stop in cig_stop.c, (null)
    cig_synchronize in cig_sync.c, (null)
FUNCTION: cig_msg_prepend_overall_header(cig_num)
    calledBy:
        cigex_send_buffer in cig_comm.c, (null)
        cig_setup_dr_transfer in cig_send_buf.c, (null)
FUNCTION: get_front_of_send_buffer(cig_num)
    calledBy:
        io_simul in io_simul.c, IFDEF GT_
        io_simul in io_simul.c, IFNDEF GT_
        cig_reconfig_start in cig_r_start.c, (null)
        cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
        cig_kickoff_dr_transfer in cig_send_buf.c, IFDEF DEF_71
        cig_kickoff_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
        cig_kickoff_dr_transfer in cig_send_buf.c, IFDEF DEF_71
        cig_poll_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
        cig_poll_dr_transfer in cig_send_buf.c, IFDEF DEF_71
        cig_poll_dr_transfer in cig_send_buf.c, IFNDEF DEF_71
        cig_poll_dr_transfer in cig_send_buf.c, IFDEF DEF_71
        process_msg_sys_error in proc_sys_err.c, IFDEF GT_
FUNCTION: flush_buffer()
    calledBy:
        cigex_msg_configure_view in cig_conf_msg.c, (null)
        cigex_stop_init in cig_init.c, (null)
        cigex_vp_init in cig_init.c, (null)
        cigex_prepare_no_op in cig_no_op.c, (null)
        cigex_msg_configure_view in cig_start.c, (null)
        cigex_wakeup_cig in cig_start.c, IFDEF notdef
        cigex_wakeup_cig in cig_start.c, (null)
        cigex_wakeup_cig in cig_start.c, IFDEF
NOT_UNTIL_LARGER_BUFFER_AVAILABLE
        cigex_wakeup_cig in cig_start.c, (null)
        cigex_wakeup_cig in cig_start.c, IFDEF old
        cigex_start in cig_start.c, (null)
        cigex_stop in cig_stop.c, (null)
        cigex_synchronize in cig_sync.c, (null)
        send_buffer in config_read.c, (null)
        net_simul in n_net_simul.c, (null)
        cigdownl in cigdownl.c, (null)
        cigls in cigls.c, (null)
        cigmv in cigmv.c, (null)
        cigrm in cigrm.c, (null)
        cigupl in cigupl.c, (null)
        get_cigfile_size in cigupl.c, (null)
        setup_to_upload in cigupl.c, (null)
        prepare_no_op in msgs.c, (null)
        cigutil_file_xfer_setup in util.c, (null)
        cigutil_last_write in util.c, (null)
        cigutil_change_buf_sizes in util.c, (null)
        exchange_buffers in ball_load.c, (null)
        ballistics_load_trajectory_file in ball_load.c, (null)

```

```

cig_stop in Ocig_stop.c, (null)
cig_stop in Ocig_stop.c, IFNDEF DEF_71
cig_stop in Ocig_stop.c, (null)
cig_prepare_no_op in cig_no_op.c, (null)
cig_reconfig_start in cig_r_start.c, (null)
cig_stop in cig_stop.c, (null)
cig_stop in cig_stop.c, IFNDEF DEF_71
cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
cig_stop in cig_stop.c, (null)
cig_synchronize in cig_sync.c, (null)
cig_flush_buffer in cig_flushbuf.c, (null)
cig_msg_configure_view in config_msg.c, (null)
send_buffer in config_read.c, (null)
FUNCTION: push_msg_hdr(type, length)
push_msg_cig_ctl in msgs.c, (null)
push_msg_test_name in msgs.c, (null)
push_msg_end in msgs.c, (null)
push_msg_sys_error in msgs.c, (null)
push_msg_file_descr in msgs.c, (null)
push_msg_file_xfer in msgs.c, (null)
push_msg_file_status in msgs.c, (null)
push_msg_dr11_pkt_size in msgs.c, (null)
FUNCTION: get_pkt_buff()
calledBy:
cigls in cigls.c, (null)
get_cigfile_size in cigupl.c, (null)
FUNCTION: print_send_buf()
FUNCTION: print_rec_buf()
calledBy:
cigdownl in cigdownl.c, (null)
FUNCTION: get_received_msg(msg_type)
calledBy:
cigdownl in cigdownl.c, (null)
cigmv in cigmv.c, (null)
cigrm in cigrm.c, (null)
cigupl in cigupl.c, (null)
setup_to_upload in cigupl.c, (null)
FILE: cigdownl.c
FUNCTION: cigdownl(argc, argv)
calledBy:
main in main.c, (null)
FILE: cightod.c
FUNCTION: cig_htod(argc, argv)
calledBy:
main in main.c, IFDEF SIMBFLY
FUNCTION: disk_write(f, buf, len)
calledBy:
cig_htod in cightod.c, IFDEF SIMBFLY
FILE: cigls.c
FUNCTION: cigls(argc, argv)
calledBy:
main in main.c, (null)
FUNCTION: print_msg_file_descr(mp)
calledBy:

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cigls in cigls.c, (null)  
check\_buffer in checkbuffer.c, (null)  
print\_buffer in printbuffer.c, (null)  
process\_msg\_file\_descr in proc\_fdescr.c, (null)

FILE: cigmv.c  
FUNCTION: cigmv(argc, argv)  
calledBy:  
main in main.c, (null)

FILE: cigrm.c  
FUNCTION: cigrm(argc, argv)  
calledBy:  
main in main.c, (null)

FILE: cigupl.c  
FUNCTION: cigupl(argc, argv)  
calledBy:  
main in main.c, (null)  
FUNCTION: get\_cigfile\_size(cig\_file)  
calledBy:  
cigupl in cigupl.c, (null)  
FUNCTION: setup\_to\_upload(cig\_file)  
calledBy:  
cigupl in cigupl.c, (null)

FILE: main.c  
FUNCTION: print\_usage()  
calledBy:  
main in main.c, (null)  
FUNCTION: main(argc, argv)

FILE: msgs.c  
FUNCTION: push\_msg\_cig\_ctl(state)  
calledBy:  
cigex\_msg\_configure\_view in cig\_conf\_msg.c, (null)  
cigex\_prepare\_no\_op in cig\_no\_op.c, (null)  
cigex\_msg\_configure\_view in cig\_start.c, (null)  
cigex\_wakeup\_cig in cig\_start.c, IFDEF notdef  
cigex\_wakeup\_cig in cig\_start.c, (null)  
cigex\_wakeup\_cig in cig\_start.c, IFDEF old  
cigex\_start in cig\_start.c, (null)  
prepare\_no\_op in msgs.c, (null)  
cigutil\_file\_xfer\_setup in util.c, (null)  
cigutil\_last\_write in util.c, (null)  
cig\_stop in Ocig\_stop.c, (null)  
cig\_prepare\_no\_op in cig\_no\_op.c, (null)  
cig\_reconfig\_start in cig\_r\_start.c, (null)  
cig\_stop in cig\_stop.c, (null)  
cig\_synchronize in cig\_sync.c, (null)  
cig\_msg\_configure\_view in config\_msg.c, (null)  
FUNCTION: push\_msg\_test\_name(test\_number)  
FUNCTION: push\_msg\_end()  
calledBy:  
cigdownl in cigdownl.c, (null)  
cigls in cigls.c, (null)  
cigmv in cigmv.c, (null)  
cigrm in cigrm.c, (null)  
cigupl in cigupl.c, (null)

```

    get_cigfile_size in cigupl.c, (null)
    setup_to_upload in cigupl.c, (null)
    cig_msg_append_end in msgs.c, (null)
    cigutil_file_xfer_setup in util.c, (null)
    cigutil_last_write in util.c, (null)
    cigutil_change_buf_sizes in util.c, (null)
FUNCTION: cig_msg_append_end()
    calledBy:
        cigex_send_buffer in cig_comm.c, (null)
        cig_setup_dr_transfer in cig_send_buf.c, (null)
FUNCTION: push_msg_sys_error(error_msg, cig_state)
FUNCTION: prepare_no_op()
FUNCTION: push_msg_file_descr(db_size, db_no, db_req, db_name)
    calledBy:
        cigex_wakeup_cig in cig_start.c, (null)
        cigex_wakeup_cig in cig_start.c, IFDEF_GT_
        cigdownl in cigdownl.c, (null)
        cigls in cigls.c, (null)
        cigmv in cigmv.c, (null)
        cigrm in cigrm.c, (null)
        get_cigfile_size in cigupl.c, (null)
        setup_to_upload in cigupl.c, (null)
        cig_reconfig_start in cig_r_start.c, (null)
        cig_reconfig_start in cig_r_start.c, IFNDEF_GT_
        cig_reconfig_start in cig_r_start.c, IFDEF_GT_
        cig_reconfig_start in cig_r_start.c, (null)
FUNCTION: push_msg_file_xfer(type, blk_size, blk_seq_no, data)
    calledBy:
        cigdownl in cigdownl.c, (null)
FUNCTION: push_msg_file_status(type, abort_descr_no, blk_seq_no)
    calledBy:
        cigupl in cigupl.c, (null)
FUNCTION: push_msg_dr11_pkt_size(send_size, rec_size)
    calledBy:
        cigutil_last_write in util.c, (null)
        cigutil_change_buf_sizes in util.c, (null)
FILE: stubs.c
    FUNCTION: cig_msg_prepend_my_veh_state()
        calledBy:
            cig_prepare_buffer in kato_cig.c, (null)
            cig_prepare_buffer in m1_cig.c, (null)
            cig_prepare_buffer in m2_cig.c, (null)
    FUNCTION: process_msg_laser_return()
        calledBy:
            veh_spec_proc_buf in m1_p_buf.c, (null)
    FUNCTION: process_msg_hit()
    FUNCTION: kinematics_get_o_to_h()
        calledBy:
            lock_on_target_vehicle in kato_attach.c, (null)
            controller_init_orientation in kato_control.c, (null)
            controller_terrain_follow in kato_control.c, (null)
            keyboard_simul in kato_keybrd.c, (null)
            veh_spec_init in kato_main.c, (null)
            process_fire in fire.c, (null)

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format\_vehicle\_appearance in appearance.c, (null)  
format\_stealth\_appearance in appearance.c, (null)  
process\_msg\_local\_terrain in proc\_l\_terr.c, (null)  
process\_msg\_lt\_piece in proc\_lt\_pi.c, IFDEF OLD  
rotate\_hull\_init in rot\_comm.c, (null)  
rotate\_hull\_simul in rot\_comm.c, (null)  
sad\_simul in old\_way\_ed.c, (null)  
waypoint\_editor in way\_ed.c, (null)  
sad\_simul in way\_ed.c, (null)  
cig\_prepare\_buffer in m1\_cig.c, (null)  
keyboard\_simul in m1\_keybrd.c, (null)  
laser\_perform\_lase in m1\_laser.c, (null)  
veh\_spec\_init in m1\_main.c, (null)  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
cig\_prepare\_buffer in m2\_cig.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)  
veh\_spec\_init in m2\_main.c, (null)  
weapons\_missile\_is\_launched in m2\_weapons.c, (null)  
weapons\_fire\_round in m2\_weapons.c, (null)  
weapons\_simul in m2\_weapons.c, (null)  
FUNCTION: beep()  
    calledBy:  
        process\_msg\_hit in kato\_cig.c, IFDEF old  
        process\_deactivate\_me in deactivate.c, (null)  
FUNCTION: terrain\_preproc\_terrain()  
    calledBy:  
        process\_msg\_local\_terrain in proc\_l\_terr.c, (null)  
        process\_msg\_lt\_piece in proc\_lt\_pi.c, IFDEF OLD  
FUNCTION: cigdownl()  
    calledBy:  
        main in main.c, (null)  
FUNCTION: cigupl()  
    calledBy:  
        main in main.c, (null)  
FUNCTION: cigrm()  
    calledBy:  
        main in main.c, (null)  
FUNCTION: cigmv()  
    calledBy:  
        main in main.c, (null)  
FILE: util.c  
    FUNCTION: sig\_alm()  
    FUNCTION: cigutil\_start(ok\_to\_print)  
        calledBy:  
            cigutil\_setup in util.c, (null)  
    FUNCTION: cigutil\_file\_xfer\_setup()  
        calledBy:  
            cigutil\_setup in util.c, (null)  
    FUNCTION: cigutil\_setup()  
        calledBy:  
            main in main.c, (null)  
    FUNCTION: cigutil\_last\_write()  
        calledBy:  
            main in main.c, (null)

FUNCTION: cigutil\_get\_filename(filename, msg)

calledBy:

- cigdownl in cigdownl.c, (null)
- cig\_htod in cightod.c, IFDEF SIMBFLY
- cigmv in cigmv.c, (null)
- cigrm in cigrm.c, (null)
- cigupl in cigupl.c, (null)

FUNCTION: cigutil\_change\_buf\_sizes(send\_size, recv\_size)

calledBy:

- cigdownl in cigdownl.c, (null)
- setup\_to\_upload in cigupl.c, (null)
- cigutil\_setup in util.c, (null)

FUNCTION: bbd\_bit\_out()

calledBy:

- bbd\_uninit in uninit.c, (null)
- io\_simul in io\_simul.c, IFDEF GT\_
- io\_simul in io\_simul.c, IFNDEF GT\_
- net\_simul in net\_simul.c, (null)
- main in kato\_main.c, (null)
- cig\_receive\_buffer in cig\_recv\_buf.c, (null)
- cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, (null)
- cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFNDEF GT\_
- simulation\_state\_machine in main.c, (null)

FUNCTION: rtc\_stop\_time()

calledBy:

- rva\_tick\_rva in rva\_tick.c, (null)
- io\_simul in io\_simul.c, IFDEF GT\_
- io\_simul in io\_simul.c, IFNDEF GT\_
- net\_simul in net\_simul.c, (null)
- rva\_tick\_rva in rva\_tick.c, (null)
- simulation\_state\_machine in stt\_machine.c, (null)
- net\_simul in n\_net\_simul.c, (null)
- ft\_poll\_eof in niu\_frm\_ctl.c, (null)
- io\_simul in niu\_io\_simul.c, (null)
- cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)
- cig\_prepare\_buffer in kato\_cig.c, (null)
- cig\_receive\_buffer in cig\_recv\_buf.c, (null)
- simulation\_state\_machine in main.c, (null)
- msg\_process\_othervehs in adj\_otherveh.c, (null)
- msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)
- cig\_prepare\_buffer in m1\_cig.c, (null)
- cig\_prepare\_buffer in m2\_cig.c, (null)

FUNCTION: rtc\_start\_time()

calledBy:

- rva\_tick\_rva in rva\_tick.c, (null)
- io\_simul in io\_simul.c, IFDEF GT\_
- io\_simul in io\_simul.c, IFNDEF GT\_
- net\_simul in net\_simul.c, (null)
- rva\_tick\_rva in rva\_tick.c, (null)
- simulation\_state\_machine in stt\_machine.c, (null)
- net\_simul in n\_net\_simul.c, (null)
- ft\_start\_frame in niu\_frm\_ctl.c, (null)
- io\_simul in niu\_io\_simul.c, (null)
- cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)

cig\_prepare\_buffer in kato\_cig.c, (null)  
cig\_receive\_buffer in cig\_recv\_buf.c, (null)  
simulation\_state\_machine in main.c, (null)  
msg\_process\_othervehs in adj\_otherveh.c, (null)  
msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)  
cig\_prepare\_buffer in m1\_cig.c, (null)  
cig\_prepare\_buffer in m2\_cig.c, (null)

**DIRECTORY: ./gt/util/genbal****FILE: genbal.c****FUNCTION: eof(fp)**

calledBy:

read\_firing\_table in genbal.c, (null)  
ballistics\_load\_trajectory\_file in ball\_load.c, IFNDEF\_GT\_  
missile\_util\_load\_ball\_traj\_file in util\_ball.c, IFNDEF\_GT\_

**FUNCTION: read\_firing\_table(fp)**

calledBy:

main in genbal.c, (null)

**FUNCTION: x\_function(time)**

calledBy:

generate\_trajectory\_table in genbal.c, (null)

**FUNCTION: y\_function(time)**

calledBy:

generate\_trajectory\_table in genbal.c, (null)

**FUNCTION: generate\_trajectory\_table(name)**

calledBy:

main in genbal.c, (null)

**FUNCTION: generate\_parameter\_table(name)**

calledBy:

main in genbal.c, (null)

**FUNCTION: compute\_boresight\_table()**

calledBy:

main in genbal.c, (null)

**FUNCTION: compute\_regression\_coefficients()**

calledBy:

main in genbal.c, (null)

**FUNCTION: main(argc, argv)****DIRECTORY: ./gt/util/idc****FILE: idc\_p\_hpsm.c****FUNCTION: main(argc, argv)****FILE: idc\_p\_to\_h.c****FUNCTION: main(argc, argv)****FUNCTION: get\_action\_comment(act)**

calledBy:

main in idc\_p\_to\_h.c, (null)

**DIRECTORY: ./gt/util/idc/RCS**

No files defined.

**DIRECTORY: ./gt/util/idc\_p\_to\_h****FILE: idc\_p\_to\_h.c****FUNCTION: main(argc, argv)**

FUNCTION: get\_action\_comment(act)

calledBy:

main in idc\_p\_to\_h.c, (null)

**DIRECTORY: ./gt/util/ncalib**

FILE: ncalib.c

FUNCTION: main(argc, argv)

FUNCTION: calib\_pfile\_read(filename, offset, port)

calledBy:

main in ncalib.c, (null)

FUNCTION: enter\_gracefully(vehicle)

calledBy:

main in niu\_main.c, (null)

main in calibrate.c, (null)

main in ncalib.c, (null)

main in panel\_test.c, (null)

main in kato\_main.c, (null)

main in m1\_key\_ctl.c, (null)

main in m1\_main.c, (null)

main in m2\_main.c, (null)

FUNCTION: clear\_screen()

calledBy:

print\_veh\_logo in niu\_main.c, IFNDEF\_GT\_

enter\_gracefully in calibrate.c, (null)

calib\_create\_mode in calibrate.c, (null)

calib\_edit\_mode in calibrate.c, (null)

get\_calib\_values in calibrate.c, (null)

enter\_gracefully in ncalib.c, (null)

calib\_create\_mode in ncalib.c, (null)

calib\_edit\_mode in ncalib.c, (null)

get\_calib\_values in ncalib.c, (null)

main in panel\_test.c, (null)

enter\_gracefully in panel\_test.c, (null)

output\_alpha\_test in pnl\_tst\_alp.c, (null)

output\_binary\_test in pnl\_tst\_bin.c, (null)

output\_digital\_test in pnl\_tst\_dig.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)

input\_test in pnl\_tst\_inp.c, (null)

output\_meter\_test in pnl\_tst\_met.c, (null)

output\_sad\_test in pnl\_tst\_sad.c, (null)

output\_sound\_test in pnl\_tst\_snd.c, (null)

main in panel\_test.c, (null)

enter\_gracefully in panel\_test.c, (null)

output\_alpha\_test in pnl\_tst\_alp.c, (null)

output\_binary\_test in pnl\_tst\_bin.c, (null)

output\_digital\_test in pnl\_tst\_dig.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)

input\_test in pnl\_tst\_inp.c, (null)

output\_meter\_test in pnl\_tst\_met.c, (null)

output\_sad\_test in pnl\_tst\_sad.c, (null)

output\_sound\_test in pnl\_tst\_snd.c, (null)

FUNCTION: setup\_terminal()

calledBy:



main in ncalib.c, IFDEF notdef  
FUNCTION: calib\_get\_mode()  
calledBy:  
main in calibrate.c, (null)  
main in ncalib.c, (null)  
FUNCTION: zero\_calib\_array()  
calledBy:  
calledBy:  
calib\_get\_mode in calibrate.c, (null)  
calib\_file\_nomatch in calibrate.c, (null)  
calib\_get\_mode in ncalib.c, (null)  
calib\_file\_nomatch in ncalib.c, (null)  
FUNCTION: calib\_file\_nomatch(fp)  
calledBy:  
calib\_get\_mode in calibrate.c, (null)  
calib\_get\_mode in ncalib.c, (null)  
FUNCTION: calib\_create\_mode()  
calledBy:  
main in calibrate.c, (null)  
main in ncalib.c, (null)  
FUNCTION: calib\_edit\_mode()  
calledBy:  
main in calibrate.c, (null)  
calib\_create\_mode in calibrate.c, (null)  
main in ncalib.c, (null)  
calib\_create\_mode in ncalib.c, (null)  
FUNCTION: clear\_line(now, string)  
calledBy:  
calib\_edit\_mode in calibrate.c, (null)  
get\_pos in calibrate.c, (null)  
calib\_edit\_mode in ncalib.c, (null)  
get\_pos in ncalib.c, (null)  
FUNCTION: get\_calib\_values(entry)  
calledBy:  
calib\_create\_mode in calibrate.c, (null)  
calib\_edit\_mode in calibrate.c, (null)  
get\_calib\_values in calibrate.c, (null)  
calib\_create\_mode in ncalib.c, (null)  
calib\_edit\_mode in ncalib.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: get\_vals\_lr(entry, no\_pos, action\_type)  
calledBy:  
get\_calib\_values in calibrate.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: get\_vals\_dr(entry, no\_pos, action\_type)  
calledBy:  
get\_calib\_values in calibrate.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: get\_vals\_zf(entry, no\_pos, action\_type)  
calledBy:  
get\_calib\_values in calibrate.c, (null)  
get\_calib\_values in ncalib.c, (null)  
FUNCTION: get\_pos(msg, entry, action\_type, val\_no)  
calledBy:

```
get_vals_lr in calibrate.c, (null)
get_vals_dr in calibrate.c, (null)
get_vals_zf in calibrate.c, (null)
get_vals_lr in ncalib.c, (null)
get_vals_dr in ncalib.c, (null)
get_vals_zf in ncalib.c, (null)
FUNCTION: write_calib_file()
  calledBy:
    main in calibrate.c, (null)
    main in ncalib.c, (null)
FUNCTION: exit_gracefully()
  calledBy:
    dump_core in dump_core.c, IFDEF _GT_
    keyboard_simul in niu_keybrd.c, (null)
    main in calibrate.c, (null)
    calib_get_mode in calibrate.c, (null)
    calib_file_nomatch in calibrate.c, (null)
    get_calib_values in calibrate.c, (null)
    get_pos in calibrate.c, (null)
    write_calib_file in calibrate.c, (null)
    main in ncalib.c, (null)
    calib_file_nomatch in ncalib.c, (null)
    get_calib_values in ncalib.c, (null)
    write_calib_file in ncalib.c, (null)
    main in panel_test.c, (null)
    report_and_exit in panel_test.c, (null)
    main in panel_test.c, (null)
    report_and_exit in panel_test.c, (null)
    keyboard_simul in kato_keybrd.c, (null)
    keyboard_simul in m1_keybrd.c, (null)
    keyboard_simul in m2_keybrd.c, (null)
FUNCTION: reset_terminal()
  calledBy:
    dev_error in dev.c, (null)
    exit_gracefully in calibrate.c, (null)
    exit_gracefully in ncalib.c, (null)
FUNCTION: set_lamps()
  calledBy:
    get_pos in calibrate.c, (null)
    sleep_lamps in calibrate.c, (null)
    get_pos in ncalib.c, (null)
    sleep_lamps in ncalib.c, (null)
FUNCTION: reset_lamps()
  calledBy:
    get_pos in calibrate.c, (null)
    exit_gracefully in calibrate.c, (null)
    sleep_lamps in calibrate.c, (null)
    get_pos in ncalib.c, (null)
    exit_gracefully in ncalib.c, (null)
    sleep_lamps in ncalib.c, (null)
FUNCTION: sleep_lamps(time)
  calledBy:
    calib_create_mode in calibrate.c, (null)
    calib_edit_mode in calibrate.c, (null)
```

get\_calib\_values in calibrate.c, (null)  
calib\_create\_mode in ncalib.c, (null)  
calib\_edit\_mode in ncalib.c, (null)  
get\_calib\_values in ncalib.c, (null)

FUNCTION: backup(f)

**DIRECTORY: ./gt/util/p\_to\_h**

FILE: main.c

FUNCTION: main(argc, argv)

FILE: p\_b\_level.c

FUNCTION: print\_struct\_b\_level()

calledBy:

print\_dot\_h in print\_h.c, (null)

FILE: p\_edge.c

FUNCTION: print\_struct\_edge()

calledBy:

print\_dot\_h in print\_h.c, (null)

FILE: p\_g\_edge.c

FUNCTION: print\_struct\_g\_edge()

calledBy:

print\_dot\_h in print\_h.c, (null)

FILE: p\_light.c

FUNCTION: print\_struct\_light()

calledBy:

print\_dot\_h in print\_h.c, (null)

FILE: p\_m\_level.c

FUNCTION: print\_struct\_m\_level()

calledBy:

print\_dot\_h in print\_h.c, (null)

FILE: p\_meter.c

FUNCTION: print\_struct\_meter()

calledBy:

print\_dot\_h in print\_h.c, (null)

FILE: p\_pot.c

FUNCTION: print\_struct\_pot()

calledBy:

print\_dot\_h in print\_h.c, (null)

FILE: p\_status.c

FUNCTION: print\_struct\_status()

calledBy:

print\_dot\_h in print\_h.c, (null)

FILE: print\_h.c

FUNCTION: print\_dot\_h()

calledBy:

main in main.c, (null)

FUNCTION: print\_qttys()

calledBy:

print\_dot\_h in print\_h.c, (null)

FUNCTION: print\_defines()

calledBy:

print\_dot\_h in print\_h.c, (null)

FUNCTION: check\_special\_fcns\_redundancy\_check(special\_fcn\_name)

calledBy:

print\_externs in print\_h.c, (null)  
FUNCTION: check\_action\_fcns\_redundancy\_check(action\_fcn\_name, external\_fcns)  
calledBy:  
print\_externs in print\_h.c, (null)  
FUNCTION: print\_externs()  
calledBy:  
print\_dot\_h in print\_h.c, (null)  
FUNCTION: print\_type\_defs()  
calledBy:  
print\_dot\_h in print\_h.c, (null)  
FUNCTION: print\_external\_structures()  
calledBy:  
print\_dot\_h in print\_h.c, (null)  
FILE: verify.c  
FUNCTION: verify\_inputs()  
FUNCTION: idc\_index\_ok()  
calledBy:  
verify\_inputs in verify.c, (null)  
FUNCTION: control\_name\_ok()  
calledBy:  
verify\_inputs in verify.c, (null)  
  
**DIRECTORY: ./gt/util/paneltest**  
FILE: panel\_test.c  
FUNCTION: main(argc, argv)  
FUNCTION: enter\_gracefully(vehicle)  
calledBy:  
main in niu\_main.c, (null)  
main in calibrate.c, (null)  
main in ncalib.c, (null)  
main in panel\_test.c, (null)  
main in kato\_main.c, (null)  
main in m1\_key\_ctl.c, (null)  
main in m1\_main.c, (null)  
main in m2\_main.c, (null)  
FUNCTION: clear\_screen()  
calledBy:  
print\_vch\_logo in niu\_main.c, IFNDEF\_GT\_  
enter\_gracefully in calibrate.c, (null)  
calib\_create\_mode in calibrate.c, (null)  
calib\_edit\_mode in calibrate.c, (null)  
get\_calib\_values in calibrate.c, (null)  
enter\_gracefully in ncalib.c, (null)  
calib\_create\_mode in ncalib.c, (null)  
calib\_edit\_mode in ncalib.c, (null)  
get\_calib\_values in ncalib.c, (null)  
main in panel\_test.c, (null)  
enter\_gracefully in panel\_test.c, (null)  
output\_alpha\_test in pnl\_tst\_alp.c, (null)  
output\_binary\_test in pnl\_tst\_bin.c, (null)  
output\_digital\_test in pnl\_tst\_dig.c, (null)  
idc\_test in pnl\_tst\_idc.c, (null)  
input\_test in pnl\_tst\_inp.c, (null)

output\_meter\_test in pnl\_tst\_met.c, (null)  
 output\_sad\_test in pnl\_tst\_sad.c, (null)  
 output\_sound\_test in pnl\_tst\_snd.c, (null)  
 main in panel\_test.c, (null)  
 enter\_gracefully in panel\_test.c, (null)  
 output\_alpha\_test in pnl\_tst\_alp.c, (null)  
 output\_binary\_test in pnl\_tst\_bin.c, (null)  
 output\_digital\_test in pnl\_tst\_dig.c, (null)  
 idc\_test in pnl\_tst\_idc.c, (null)  
 input\_test in pnl\_tst\_inp.c, (null)  
 output\_meter\_test in pnl\_tst\_met.c, (null)  
 output\_sad\_test in pnl\_tst\_sad.c, (null)  
 output\_sound\_test in pnl\_tst\_snd.c, (null)

FUNCTION: setup\_terminal()

calledBy:

main in ncalib.c, IFDEF notdef

FUNCTION: report\_and\_exit()

calledBy:

main in panel\_test.c, (null)

FUNCTION: exit\_gracefully()

calledBy:

dump\_core in dump\_core.c, IFDEF\_GT\_  
 keyboard\_simul in niu\_keybrd.c, (null)  
 main in calibrate.c, (null)  
 calib\_get\_mode in calibrate.c, (null)  
 calib\_file\_nomatch in calibrate.c, (null)  
 get\_calib\_values in calibrate.c, (null)  
 get\_pos in calibrate.c, (null)  
 write\_calib\_file in calibrate.c, (null)  
 main in ncalib.c, (null)  
 calib\_file\_nomatch in ncalib.c, (null)  
 get\_calib\_values in ncalib.c, (null)  
 write\_calib\_file in ncalib.c, (null)  
 main in panel\_test.c, (null)  
 report\_and\_exit in panel\_test.c, (null)  
 main in panel\_test.c, (null)  
 report\_and\_exit in panel\_test.c, (null)  
 keyboard\_simul in kato\_keybrd.c, (null)  
 keyboard\_simul in m1\_keybrd.c, (null)  
 keyboard\_simul in m2\_keybrd.c, (null)

FILE: pnl\_tst\_alp.c

FUNCTION: output\_alpha\_test()

calledBy:

calledBy:

main in panel\_test.c, (null)

FUNCTION: alpha\_display(id)

calledBy:

output\_alpha\_test in pnl\_tst\_alp.c, (null)

FUNCTION: clear(cursor, id)

calledBy:

alpha\_display in pnl\_tst\_alp.c, (null)

FILE: pnl\_tst\_bin.c

FUNCTION: output\_binary\_test()

calledBy:

```
    main in panel_test.c, (null)
FUNCTION: lamp_toggle(id)
    calledBy:
        output_binary_test in pnl_tst_bin.c, (null)
FILE: pnl_tst_dig.c
FUNCTION: output_digital_test()
    calledBy:
        main in panel_test.c, (null)
FUNCTION: digital_display(id)
    calledBy:
        output_digital_test in pnl_tst_dig.c, (null)
FILE: pnl_tst_idc.c
FUNCTION: set_idc_test(new_offset)
    calledBy:
        main in panel_test.c, (null)
FUNCTION: init_idc_test(calib_file)
    calledBy:
        main in panel_test.c, (null)
FUNCTION: idc_test()
    calledBy:
        main in panel_test.c, (null)
FUNCTION: check_for_control_changes()
    calledBy:
        idc_test in pnl_tst_idc.c, (null)
        input_test in pnl_tst_inp.c, (null)
        idc_test in pnl_tst_idc.c, (null)
        input_test in pnl_tst_inp.c, (null)
FUNCTION: scale_pot_val(test_rig, pot_val)
    calledBy:
        check_for_control_changes in pnl_tst_idc.c, (null)
FILE: pnl_tst_inp.c
FUNCTION: input_test()
    calledBy:
        main in panel_test.c, (null)
FUNCTION: check_for_control_changes()
    calledBy:
        idc_test in pnl_tst_idc.c, (null)
        input_test in pnl_tst_inp.c, (null)
        idc_test in pnl_tst_idc.c, (null)
        input_test in pnl_tst_inp.c, (null)
FILE: pnl_tst_met.c
FUNCTION: output_meter_test()
    calledBy:
        main in panel_test.c, (null)
FUNCTION: meter_toggle(id)
    calledBy:
        output_meter_test in pnl_tst_met.c, (null)
FUNCTION: meter16_toggle(i)
    calledBy:
        output_meter_test in pnl_tst_met.c, (null)
FUNCTION: meter16_write(i, value)
    calledBy:
        meter16_toggle in pnl_tst_met.c, (null)
FILE: pnl_tst_sad.c
```

FUNCTION: output\_sad\_test()  
    calledBy:  
        main in panel\_test.c, (null)  
FUNCTION: sad\_display(id)  
    calledBy:  
        output\_sad\_test in pnl\_tst\_sad.c, (null)  
FILE: pnl\_tst\_snd.c  
    FUNCTION: output\_sound\_test()  
        calledBy:  
            main in panel\_test.c, (null)  
    FUNCTION: get\_sound\_command()  
        calledBy:  
            output\_sound\_test in pnl\_tst\_snd.c, (null)

**DIRECTORY: ./gt/util/ptest**

FILE: panel\_test.c  
    FUNCTION: main(argc, argv)  
    FUNCTION: enter\_gracefully(vehicle)  
        calledBy:  
            main in niu\_main.c, (null)  
            main in calibrate.c, (null)  
            main in ncalib.c, (null)  
            main in panel\_test.c, (null)  
            main in kato\_main.c, (null)  
            main in m1\_key\_ctl.c, (null)  
            main in m1\_main.c, (null)  
            main in m2\_main.c, (null)  
    FUNCTION: clear\_screen()  
        calledBy:  
            print\_veh\_logo in niu\_main.c, IFNDEF\_GT\_  
            enter\_gracefully in calibrate.c, (null)  
            calib\_create\_mode in calibrate.c, (null)  
            calib\_edit\_mode in calibrate.c, (null)  
            get\_calib\_values in calibrate.c, (null)  
            enter\_gracefully in ncalib.c, (null)  
            calib\_create\_mode in ncalib.c, (null)  
            calib\_edit\_mode in ncalib.c, (null)  
            get\_calib\_values in ncalib.c, (null)  
            main in panel\_test.c, (null)  
            enter\_gracefully in panel\_test.c, (null)  
            output\_alpha\_test in pnl\_tst\_alp.c, (null)  
            output\_binary\_test in pnl\_tst\_bin.c, (null)  
            output\_digital\_test in pnl\_tst\_dig.c, (null)  
            idc\_test in pnl\_tst\_idc.c, (null)  
            input\_test in pnl\_tst\_inp.c, (null)  
            output\_meter\_test in pnl\_tst\_met.c, (null)  
            output\_sad\_test in pnl\_tst\_sad.c, (null)  
            output\_sound\_test in pnl\_tst\_snd.c, (null)  
            main in panel\_test.c, (null)  
            enter\_gracefully in panel\_test.c, (null)  
            output\_alpha\_test in pnl\_tst\_alp.c, (null)  
            output\_binary\_test in pnl\_tst\_bin.c, (null)  
            output\_digital\_test in pnl\_tst\_dig.c, (null)

idc\_test in pnl\_tst\_idc.c, (null)  
input\_test in pnl\_tst\_inp.c, (null)  
output\_meter\_test in pnl\_tst\_met.c, (null)  
output\_sad\_test in pnl\_tst\_sad.c, (null)  
output\_sound\_test in pnl\_tst\_snd.c, (null)  
FUNCTION: setup\_terminal()  
calledBy:  
main in ncalib.c, IFDEF notdef  
FUNCTION: report\_and\_exit()  
calledBy:  
main in panel\_test.c, (null)  
FUNCTION: exit\_gracefully()  
calledBy:  
dump\_core in dump\_core.c, IFDEF \_GT\_  
keyboard\_simul in niu\_keybrd.c, (null)  
main in calibrate.c, (null)  
calib\_get\_mode in calibrate.c, (null)  
calib\_file\_nomatch in calibrate.c, (null)  
get\_calib\_values in calibrate.c, (null)  
get\_pos in calibrate.c, (null)  
write\_calib\_file in calibrate.c, (null)  
main in ncalib.c, (null)  
calib\_file\_nomatch in ncalib.c, (null)  
get\_calib\_values in ncalib.c, (null)  
write\_calib\_file in ncalib.c, (null)  
main in panel\_test.c, (null)  
report\_and\_exit in panel\_test.c, (null)  
main in panel\_test.c, (null)  
report\_and\_exit in panel\_test.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
keyboard\_simul in m1\_keybrd.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)  
FILE: pnl\_tst\_alp.c  
FUNCTION: output\_alpha\_test()  
calledBy:  
main in panel\_test.c, (null)  
FUNCTION: alpha\_display(id)  
calledBy:  
output\_alpha\_test in pnl\_tst\_alp.c, (null)  
FUNCTION: clear(cursor, id)  
calledBy:  
alpha\_display in pnl\_tst\_alp.c, (null)  
FILE: pnl\_tst\_bin.c  
FUNCTION: output\_binary\_test()  
calledBy:  
main in panel\_test.c, (null)  
FUNCTION: lamp\_toggle(id)  
calledBy:  
output\_binary\_test in pnl\_tst\_bin.c, (null)  
FILE: pnl\_tst\_dig.c  
FUNCTION: output\_digital\_test()  
calledBy:  
main in panel\_test.c, (null)  
FUNCTION: digital\_display(id)



```
    calledBy:
      output_digital_test in pnl_tst_dig.c, (null)
FILE: pnl_tst_idc.c
  FUNCTION: set_idc_test(new_offset)
    calledBy:
      main in panel_test.c, (null)
  FUNCTION: init_idc_test(calib_file)
    calledBy:
      main in panel_test.c, (null)
  FUNCTION: idc_test()
    calledBy:
      main in panel_test.c, (null)
  FUNCTION: check_for_control_changes()
    calledBy:
      idc_test in pnl_tst_idc.c, (null)
      input_test in pnl_tst_inp.c, (null)
      idc_test in pnl_tst_idc.c, (null)
      input_test in pnl_tst_inp.c, (null)
  FUNCTION: scale_pot_val(test_rig, pot_val)
    calledBy:
      check_for_control_changes in pnl_tst_idc.c, (null)
FILE: pnl_tst_inp.c
  FUNCTION: input_test()
    calledBy:
      main in panel_test.c, (null)
  FUNCTION: check_for_control_changes()
    calledBy:
      idc_test in pnl_tst_idc.c, (null)
      input_test in pnl_tst_inp.c, (null)
      idc_test in pnl_tst_idc.c, (null)
      input_test in pnl_tst_inp.c, (null)
FILE: pnl_tst_met.c
  FUNCTION: output_meter_test()
    calledBy:
      main in panel_test.c, (null)
  FUNCTION: meter_toggle(id)
    calledBy:
      output_meter_test in pnl_tst_met.c, (null)
  FUNCTION: meter16_toggle(i)
    calledBy:
      output_meter_test in pnl_tst_met.c, (null)
  FUNCTION: meter16_write(i, value)
    calledBy:
      meter16_toggle in pnl_tst_met.c, (null)
FILE: pnl_tst_sad.c
  FUNCTION: output_sad_test()
    calledBy:
      main in panel_test.c, (null)
  FUNCTION: sad_display(id)
    calledBy:
      output_sad_test in pnl_tst_sad.c, (null)
FILE: pnl_tst_snd.c
  FUNCTION: output_sound_test()
    calledBy:
```

main in panel\_test.c, (null)  
FUNCTION: get\_sound\_command()  
calledBy:  
output\_sound\_test in pnl\_tst\_snd.c, (null)

**DIRECTORY: ./gt/util/serdef**

FILE: serdef.c  
FUNCTION: main(argc, argv)

**DIRECTORY: ./gt/vehicle**

No files defined.

**DIRECTORY: ./gt/vehicle/kato/src**

FILE: io\_simul.c  
FUNCTION: io\_simul()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: io\_simul\_idle()  
calledBy:  
veh\_spec\_idle in niu\_main.c, (null)  
veh\_spec\_idle in kato\_main.c, (null)  
FILE: kato\_2d.c  
FILE: kato\_ammoc.c  
FUNCTION: ammoc\_simul()  
FUNCTION: ammoc\_set\_stores(type, how\_many)  
FUNCTION: ammoc\_restore\_stores()  
FUNCTION: ammoc\_print\_current\_stores()  
FUNCTION: ammoc\_init()  
calledBy:  
network\_use\_activation in use\_activ.c, (null)  
FUNCTION: ammoc\_check\_availability(type)  
calledBy:  
nlos\_get\_number\_of\_missiles\_to\_launch in kato\_ctl\_nls.c, (null)  
keybrd\_tty\_read in sun\_wayed.c, (null)  
FUNCTION: ammoc\_fired(type)  
calledBy:  
nlos\_launch in kato\_nlos.c, (null)  
FUNCTION: ammoc\_type\_full(type)  
FUNCTION: ammoc\_supply\_full()  
calledBy:  
ammoc\_receive\_quiet\_state in kato\_resupp.c, (null)  
ammoc\_receive\_request\_state in kato\_resupp.c, (null)  
ammoc\_decide\_round\_type in ammoc.c, (null)  
ammoc\_start\_external\_resupply in ammoc.c, (null)  
ammoc\_decide\_round\_type in newammoc.c, (null)  
ammoc\_start\_external\_resupply in newammoc.c, (null)  
ammoc\_receive\_quiet\_state in resupp.c, (null)  
ammoc\_receive\_request\_state in resupp.c, (null)  
ammoc\_receive\_request\_state in resupp.c, IF DEBUG  
resupply\_debug\_actual\_prints in resupp.c, (null)  
print\_resupply\_status in resupp.c, (null)  
FUNCTION: ammoc\_decide\_round\_type()

calledBy:  
    send\_feed\_me\_packets\_ammo\_carriers in kato\_resupp.c, (null)  
    send\_feed\_me\_packets\_ammo\_carriers in resupp.c, (null)  
FUNCTION: ammo\_resupply\_receive\_timeout\_check()  
    calledBy:  
        ammo\_receive\_loading\_state in kato\_resupp.c, (null)  
        ammo\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: ammo\_stop\_resupply\_timer()  
    calledBy:  
        ammo\_stop\_resupply in kato\_ammo.c, (null)  
        resupply\_stop\_ammo\_resupply in kato\_resupp.c, (null)  
        ammo\_finished\_receiving in ammo.c, (null)  
        ammo\_stop\_resupply in newammo.c, (null)  
        resupply\_stop\_ammo\_resupply in resupp.c, (null)  
FUNCTION: ammo\_start\_external\_resupply(types\_offered)  
    calledBy:  
        resupply\_offer\_packet in kato\_resupp.c, (null)  
        resupply\_offer\_packet in resupp.c, (null)  
FUNCTION: ammo\_start\_resupply\_receive\_timer()  
    calledBy:  
        ammo\_start\_external\_resupply in kato\_ammo.c, (null)  
        ammo\_start\_external\_resupply in ammo.c, (null)  
        ammo\_start\_external\_resupply in newammo.c, (null)  
FUNCTION: ammo\_stop\_resupply()  
    calledBy:  
        ammo\_resupply\_receive\_timeout\_check in kato\_ammo.c, (null)  
        ammo\_resupply\_receive\_timeout\_check in newammo.c, (null)  
FILE: kato\_attach.c  
FUNCTION: attach\_check\_vehicle\_from\_rva(veh)  
FUNCTION: attach\_init()  
    calledBy:  
        kato\_init in kato\_simul.c, (null)  
FUNCTION: attach\_unattached()  
    calledBy:  
        state\_vehicle\_detach in kato\_state.c, (null)  
FUNCTION: attach\_set\_vehicle\_id(id)  
    calledBy:  
        attach\_lock\_on\_vehicle in kato\_attach.c, (null)  
        process\_attach in kato\_network.c, (null)  
        process\_mimic in kato\_network.c, (null)  
FUNCTION: attach\_simul()  
    calledBy:  
        kato\_simul in kato\_simul.c, (null)  
FUNCTION: attach\_lock\_on\_vehicle()  
    calledBy:  
        handles\_pil\_trigger\_1\_depressed in kato\_stubs.c, (null)  
FUNCTION: attached\_vehicle\_id()  
    calledBy:  
        controller\_init\_vehicle in kato\_control.c, (null)  
        state\_vel\_attach in kato\_state.c, (null)  
        state\_world\_attach in kato\_state.c, (null)  
        state\_orbit\_attach in kato\_state.c, (null)  
        state\_mimic in kato\_state.c, (null)  
        state\_vehicle\_attach in kato\_state.c, (null)

```

    state_vehicle_detach in kato_state.c, (null)
FUNCTION: attached_vehicle_packet()
    calledBy:
        controller_attached in kato_control.c, (null)
FUNCTION: attach_attach_to_vehicle()
    calledBy:
        attach_timer_simul in kato_network.c, (null)
        handles_pil_trigger_1_depressed in kato_stubs.c, (null)
FUNCTION: lock_on_target_vehicle(sight_to_world, locked_on_vec_cos_prod)
    calledBy:
        attach_lock_on_vehicle in kato_attach.c, (null)
FUNCTION: attach_check_target_in_rva()
    calledBy:
        attach_simul in kato_attach.c, (null)
        attach_timer_simul in kato_network.c, (null)
FUNCTION: attach_exit_gracefully()
    calledBy:
        veh_spec_exit in kato_main.c, (null)
FUNCTION: attach_no_smoothing()
    calledBy:
        main in kato_main.c, (null)
FILE: kato_cig.c
FUNCTION: cig_init_ctr()
    calledBy:
        veh_spec_init in kato_main.c, (null)
FUNCTION: cig_local_init()
FUNCTION: cig_msg_prepend_my_veh_state()
    calledBy:
        cig_prepare_buffer in kato_cig.c, (null)
FUNCTION: cig_prepare_buffer()
    calledBy:
        net_simul in net_simul.c, (null)
        cigex_start in cig_start.c, (null)
        net_simul in n_net_simul.c, (null)
        io_simul in io_simul.c, (null)
        cig_reconfig_start in cig_r_start.c, (null)
FUNCTION: process_msg_hit(mp, length)
FUNCTION: cig_spec_init()
    calledBy:
        simulation_state_machine in main.c, (null)
FUNCTION: cig_setup_configuration()
    calledBy:
        cig_reconfig_start in cig_r_start.c, (null)
FUNCTION: cig_stealth_views()
    calledBy:
        state_vel_attach in kato_state.c, (null)
        state_world_attach in kato_state.c, (null)
        state_orbit_attach in kato_state.c, (null)
        state_mimic in kato_state.c, (null)
        state_vehicle_detach in kato_state.c, (null)
FUNCTION: cig_mimic_views()
    calledBy:
        state_mimic in kato_state.c, (null)
FILE: kato_cig_2d.c

```

FUNCTION: cig\_2d\_do\_init()  
calledBy:  
veh\_spec\_init in kato\_main.c, (null)  
FUNCTION: cig\_2d\_set\_reticle(state)  
FUNCTION: cig\_2d\_set\_overlay\_color(state)  
FUNCTION: cig\_2d\_init()  
calledBy:  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, (null)  
FUNCTION: cig\_2d\_make\_buffer()  
FILE: kato\_cmcflt.c  
FUNCTION: filter(packet, registers, ptable, pindex)  
FILE: kato\_control.c  
FUNCTION: controller\_velocity\_mul(val)  
FUNCTION: controller\_collective\_mul(val)  
FUNCTION: controller\_init()  
calledBy:  
kato\_init in kato\_simul.c, (null)  
FUNCTION: kato\_control\_toggle\_z\_input()  
calledBy:  
mypressed in kato\_sb.c, IFDEF ODIN  
FUNCTION: controller\_controls\_zero()  
calledBy:  
state\_simul in kato\_state.c, (null)  
FUNCTION: controller\_attached()  
calledBy:  
controller\_init\_vehicle in kato\_control.c, (null)  
state\_simul in kato\_state.c, (null)  
FUNCTION: controller\_simul()  
calledBy:  
kato\_simul in kato\_simul.c, (null)  
FUNCTION: controller\_init\_orientation()  
calledBy:  
controller\_to\_vel in kato\_control.c, (null)  
controller\_to\_world in kato\_control.c, (null)  
controller\_to\_orbit in kato\_control.c, (null)  
state\_vehicle\_detach in kato\_state.c, (null)  
state\_vehicle\_toggle\_free\_fly in kato\_state.c, IFDEF ODIN  
FUNCTION: controller\_init\_offsets()  
calledBy:  
attach\_attach\_to\_vehicle in kato\_attach.c, (null)  
state\_vel\_attach in kato\_state.c, (null)  
state\_world\_attach in kato\_state.c, (null)  
state\_vehicle\_attach in kato\_state.c, (null)  
state\_vehicle\_detach in kato\_state.c, (null)  
state\_vehicle\_toggle\_free\_fly in kato\_state.c, IFDEF ODIN  
handles\_pil\_thumb\_lower\_depressed in kato\_stubs.c, (null)  
FUNCTION: controller\_init\_mimic()  
calledBy:  
attach\_attach\_to\_vehicle in kato\_attach.c, (null)  
state\_mimic in kato\_state.c, (null)  
state\_vehicle\_attach in kato\_state.c, (null)  
handles\_pil\_thumb\_lower\_depressed in kato\_stubs.c, (null)  
FUNCTION: controller\_init\_altitude()  
calledBy:

state\_terrain\_follow\_on in kato\_state.c, (null)  
FUNCTION: controller\_init\_orbit()  
calledBy:  
attach\_attach\_to\_vehicle in kato\_attach.c, (null)  
state\_orbit\_attach in kato\_state.c, (null)  
state\_vehicle\_attach in kato\_state.c, (null)  
handles\_pil\_thumb\_lower\_depressed in kato\_stubs.c, (null)  
FUNCTION: controller\_init\_vehicle()  
calledBy:  
state\_world\_attach in kato\_state.c, (null)  
state\_vehicle\_attach in kato\_state.c, (null)  
FUNCTION: controller\_velocity\_init()  
calledBy:  
attach\_attach\_to\_vehicle in kato\_attach.c, (null)  
state\_world\_attach in kato\_state.c, (null)  
state\_vehicle\_attach in kato\_state.c, (null)  
handles\_pil\_thumb\_lower\_depressed in kato\_stubs.c, (null)  
FUNCTION: controller\_to\_vel()  
calledBy:  
state\_vel\_attach in kato\_state.c, (null)  
FUNCTION: controller\_make\_orbit\_pitch()  
calledBy:  
state\_vel\_attach in kato\_state.c, (null)  
state\_world\_attach in kato\_state.c, (null)  
FUNCTION: controller\_to\_world()  
calledBy:  
state\_world\_attach in kato\_state.c, (null)  
FUNCTION: controller\_to\_orbit()  
calledBy:  
state\_orbit\_attach in kato\_state.c, (null)  
FUNCTION: controller\_angular\_control()  
FUNCTION: controller\_velocity\_control()  
calledBy:  
state\_simul in kato\_state.c, IFDEF ODIN  
state\_simul in kato\_state.c, IFNDEF ODIN  
FUNCTION: controller\_f18\_control()  
calledBy:  
state\_simul in kato\_state.c, IFDEF ODIN  
FUNCTION: controller\_a6\_control()  
calledBy:  
state\_simul in kato\_state.c, IFDEF ODIN  
FUNCTION: controller\_a10\_control()  
calledBy:  
state\_simul in kato\_state.c, IFDEF ODIN  
FUNCTION: controller\_force\_control()  
FUNCTION: controller\_velocity\_attach()  
calledBy:  
state\_simul in kato\_state.c, (null)  
FUNCTION: controller\_orbit\_attach()  
calledBy:  
state\_simul in kato\_state.c, (null)  
FUNCTION: controller\_world\_velocity\_attach()  
calledBy:  
state\_simul in kato\_state.c, (null)

FUNCTION: controller\_mimic\_driver()  
calledBy:  
state\_simul in kato\_state.c, (null)

FUNCTION: controller\_mimic\_gunner()  
calledBy:  
controller\_mimic\_sights in kato\_control.c, (null)  
state\_simul in kato\_state.c, (null)

FUNCTION: controller\_terrain\_follow()  
calledBy:  
state\_simul in kato\_state.c, (null)

FUNCTION: controller\_torques()  
calledBy:  
controller\_angular\_control in kato\_control.c, (null)  
controller\_velocity\_control in kato\_control.c, (null)  
controller\_f18\_control in kato\_control.c, IFDEF ODIN  
controller\_a6\_control in kato\_control.c, IFDEF ODIN  
controller\_a10\_control in kato\_control.c, IFDEF ODIN  
controller\_force\_control in kato\_control.c, (null)  
controller\_world\_velocity\_attach in kato\_control.c, (null)  
controller\_terrain\_follow in kato\_control.c, (null)

FUNCTION: controller\_forces()  
calledBy:  
controller\_angular\_control in kato\_control.c, (null)  
controller\_velocity\_control in kato\_control.c, (null)  
controller\_f18\_control in kato\_control.c, IFDEF ODIN  
controller\_a6\_control in kato\_control.c, IFDEF ODIN  
controller\_a10\_control in kato\_control.c, IFDEF ODIN  
controller\_world\_velocity\_attach in kato\_control.c, (null)  
controller\_terrain\_follow in kato\_control.c, (null)

FUNCTION: get\_packet\_parameters(pktP)  
calledBy:  
controller\_attached in kato\_control.c, (null)

FUNCTION: controller\_main\_cyclic\_long(val)  
calledBy:  
controls\_pil\_cyc\_pitch\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_cyc\_pitch\_init in kato\_ctl\_sim.c, (null)  
controls\_pil\_cyc\_pitch\_exit in kato\_ctl\_sim.c, (null)  
geotranslate in kato\_geo.c, (null)  
mytranslate in kato\_sb.c, (null)

FUNCTION: controller\_main\_cyclic\_lateral(val)  
calledBy:  
controls\_pil\_cyc\_roll\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_cyc\_roll\_init in kato\_ctl\_sim.c, (null)  
controls\_pil\_cyc\_roll\_exit in kato\_ctl\_sim.c, (null)  
geotranslate in kato\_geo.c, (null)  
mytranslate in kato\_sb.c, (null)

FUNCTION: controller\_main\_collective(val)  
calledBy:  
controls\_pil\_coll\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_coll\_init in kato\_ctl\_sim.c, (null)  
controls\_pil\_coll\_exit in kato\_ctl\_sim.c, (null)  
geotranslate in kato\_geo.c, (null)  
mytranslate in kato\_sb.c, (null)

FUNCTION: pedal\_tail\_rotor\_collective(val)

calledBy:  
 controls\_pil\_pedal\_check in kato\_ctl\_sim.c, (null)  
 controls\_pil\_pedal\_init in kato\_ctl\_sim.c, (null)  
 controls\_pil\_pedal\_exit in kato\_ctl\_sim.c, (null)  
 georotate in kato\_geo.c, (null)  
 myrotate in kato\_sb.c, (null)  
 FUNCTION: trim\_tail\_rotor\_collective(val)  
 calledBy:  
 controls\_trim\_pushed in kato\_control.c, (null)  
 FUNCTION: controls\_trim\_pushed(direction)  
 FUNCTION: controller\_calc\_air\_speed()  
 FUNCTION: controller\_send\_air\_speed(speed\_vec)  
 calledBy:  
 controller\_velocity\_control in kato\_control.c, IFDEF ODIN  
 controller\_f18\_control in kato\_control.c, IFDEF ODIN  
 controller\_a6\_control in kato\_control.c, IFDEF ODIN  
 controller\_a10\_control in kato\_control.c, IFDEF ODIN  
 controller\_velocity\_attach in kato\_control.c, IFDEF ODIN  
 controller\_orbit\_attach in kato\_control.c, IFDEF ODIN  
 controller\_world\_velocity\_attach in kato\_control.c, IFDEF ODIN  
 controller\_mimic\_driver in kato\_control.c, IFDEF ODIN  
 controller\_mimic\_gunner in kato\_control.c, IFDEF ODIN  
 controller\_terrain\_follow in kato\_control.c, IFDEF ODIN  
 controller\_calc\_air\_speed in kato\_control.c, (null)  
 FUNCTION: controller\_alt\_up\_released()  
 FUNCTION: controller\_alt\_up\_depressed()  
 FUNCTION: controller\_alt\_down\_released()  
 FUNCTION: controller\_alt\_down\_depressed()  
 FUNCTION: alt\_simul()  
 FUNCTION: controller\_nlos\_init\_altitude()  
 FUNCTION: controller\_class\_tank()  
 calledBy:  
 state\_mimic in kato\_state.c, (null)  
 FUNCTION: controller\_driver\_view()  
 calledBy:  
 state\_vel\_attach in kato\_state.c, (null)  
 state\_world\_attach in kato\_state.c, (null)  
 state\_orbit\_attach in kato\_state.c, (null)  
 state\_mimic in kato\_state.c, (null)  
 state\_vehicle\_detach in kato\_state.c, (null)  
 FUNCTION: controller\_gun\_view()  
 calledBy:  
 state\_mimic in kato\_state.c, (null)  
 FUNCTION: controller\_target\_is\_dead()  
 calledBy:  
 state\_simul in kato\_state.c, (null)  
 FUNCTION: controller\_mimic\_sights()  
 calledBy:  
 state\_simul in kato\_state.c, (null)  
 FILE: kato\_ctl\_fsm.c  
 FUNCTION: controls\_fsm\_init()  
 calledBy:  
 controls\_restore\_controls in kato\_ctl\_fsm.c, (null)  
 veh\_spec\_init in kato\_main.c, (null)



FUNCTION: controls\_simul()  
calledBy:  
veh\_spec\_simulate in kato\_main.c, (null)

FUNCTION: controls\_power\_status()  
calledBy:  
b\_level\_check in b\_levels.c, (null)  
b\_level\_init in b\_levels.c, (null)  
b\_level\_exit in b\_levels.c, (null)  
edge\_check in edges.c, (null)  
g\_edge\_check in g\_edges.c, (null)  
light\_check in lights.c, (null)  
light\_exit in lights.c, (null)  
m\_level\_check in m\_levels.c, (null)  
m\_level\_init in m\_levels.c, (null)  
m\_level\_exit in m\_levels.c, (null)  
meter\_check in meters.c, (null)  
pot\_init in pots.c, (null)  
pot\_print in pots.c, (null)  
pot\_check in pots.c, (null)  
pot\_exit in pots.c, (null)  
meter\_altitude\_set in kato\_meter.c, (null)  
meter\_radar\_alt\_set in kato\_meter.c, (null)  
meter\_kato\_air\_speed\_set in kato\_meter.c, (null)  
meter\_dg\_set in kato\_meter.c, (null)  
meter\_vertical\_speed\_set in kato\_meter.c, (null)  
meter\_aoa\_set in kato\_meter.c, (null)  
meter\_ad\_i\_set in kato\_meter.c, (null)  
meter\_veh\_id\_set in kato\_meter.c, (null)

FUNCTION: controls\_break\_controls()  
calledBy:  
keyboard\_simul in kato\_keybrd.c, (null)  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)

FUNCTION: controls\_restore\_controls()  
calledBy:  
keyboard\_simul in kato\_keybrd.c, (null)  
fail\_init in f\_flags.c, IF 0  
fail\_init in f\_init.c, (null)  
repair\_all\_systems in repair.c, (null)

FUNCTION: controls\_failure\_status()  
calledBy:  
meter\_altitude\_set in kato\_meter.c, (null)  
meter\_radar\_alt\_set in kato\_meter.c, (null)  
meter\_kato\_air\_speed\_set in kato\_meter.c, (null)  
meter\_dg\_set in kato\_meter.c, (null)  
meter\_vertical\_speed\_set in kato\_meter.c, (null)  
meter\_aoa\_set in kato\_meter.c, (null)  
meter\_ad\_i\_set in kato\_meter.c, (null)  
meter\_veh\_id\_set in kato\_meter.c, (null)  
ammo\_receive\_quiet\_state in kato\_resupp.c, (null)  
ammo\_receive\_request\_state in kato\_resupp.c, (null)

FUNCTION: controls\_edges\_clear()  
calledBy:  
controls\_edge\_init in kato\_ctl\_fsm.c, (null)

FUNCTION: controls\_edge\_init()

calledBy:  
controls\_restore\_controls in kato\_ctl\_fsm.c, (null)  
veh\_spec\_init in kato\_main.c, (null)  
FUNCTION: controls\_lamp\_init()  
calledBy:  
controls\_restore\_controls in kato\_ctl\_fsm.c, (null)  
FUNCTION: controls\_sim\_next\_state()  
calledBy:  
controls\_simul in kato\_ctl\_fsm.c, (null)  
FILE: kato\_ctl\_nls.c  
FUNCTION: controls\_nlos\_init()  
FUNCTION: controls\_nlos\_simul()  
FUNCTION: controls\_nlos\_pdp\_left\_check()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_nlos\_pdp\_center\_check()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_nlos\_pdp\_right\_check()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_nlos\_retrieve\_waypoints\_check()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_get\_waypoint\_path\_num()  
calledBy:  
read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
FUNCTION: controls\_set\_path\_num\_to\_none()  
calledBy:  
read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
FUNCTION: controls\_nlos\_start\_scan\_check()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_nlos\_stop\_scan\_check()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_nlos\_alt\_inc\_check()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_nlos\_alt\_dec\_check()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_pdp\_left\_depressed()  
calledBy:  
controls\_nlos\_pdp\_left\_check in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_pdp\_center\_depressed()  
calledBy:  
controls\_nlos\_pdp\_center\_check in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_pdp\_right\_depressed()  
calledBy:  
controls\_nlos\_pdp\_right\_check in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_menu\_change(new\_menu)  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)

nlos\_pdp\_left\_depressed in kato\_ctl\_nls.c, (null)  
nlos\_pdp\_center\_depressed in kato\_ctl\_nls.c, (null)  
nlos\_pdp\_right\_depressed in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_print\_control\_state()  
calledBy:  
nlos\_menu\_change in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_draw\_heading\_indicators()  
calledBy:  
nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: controls\_draw\_heading(new\_ang)  
calledBy:  
controls\_draw\_heading\_indicators in kato\_ctl\_nls.c, (null)  
FUNCTION: controls\_draw\_view\_heading(new\_ang)  
calledBy:  
controls\_draw\_heading\_indicators in kato\_ctl\_nls.c, (null)  
FUNCTION: control\_draw\_desired\_missile\_heading(new\_ang)  
FUNCTION: controls\_draw\_missile\_pos(x\_position, y\_position)  
calledBy:  
nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: controls\_nlos\_emplaced()  
calledBy:  
nlos\_keyboard\_launch in kato\_nlos.c, (null)  
FUNCTION: controls\_ok\_to\_launch()  
calledBy:  
nlos\_launch in kato\_nlos.c, (null)  
FUNCTION: nlos\_stop\_launcher\_timer()  
calledBy:  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
nlos\_pdp\_center\_depressed in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_launcher\_erect\_immediately()  
calledBy:  
nlos\_keyboard\_launch in kato\_nlos.c, (null)  
FUNCTION: nlos\_reset\_controls()  
calledBy:  
nlos\_launch in kato\_nlos.c, (null)  
FUNCTION: nlos\_get\_number\_of\_missiles\_to\_launch()  
calledBy:  
controls\_ok\_to\_launch in kato\_ctl\_nls.c, (null)  
nlos\_launch in kato\_nlos.c, (null)  
FILE: kato\_ctl\_sim.c  
FUNCTION: controls\_sim\_init()  
calledBy:  
controls\_restore\_controls in kato\_ctl\_fsm.c, (null)  
veh\_spec\_init in kato\_main.c, (null)  
FUNCTION: controls\_sim\_routines()  
calledBy:  
controls\_sim\_next\_state in kato\_ctl\_fsm.c, (null)  
FUNCTION: controls\_pil\_cyc\_roll\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_get\_real\_pil\_cyc\_roll\_val()  
calledBy:  
nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)  
FUNCTION: controls\_pil\_cyc\_roll\_init()

calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_cyc\_roll\_exit()  
calledBy:  
controls\_sim\_off in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_cyc\_pitch\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_get\_real\_pil\_cyc\_pitch\_val()  
calledBy:  
nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)  
FUNCTION: controls\_pil\_cyc\_pitch\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_cyc\_pitch\_exit()  
calledBy:  
controls\_sim\_off in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_pedal\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_pil\_pedal\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_pedal\_exit()  
calledBy:  
controls\_sim\_off in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_cpo\_elevate\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_cpo\_elevate\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_cpo\_elevate\_exit()  
calledBy:  
controls\_sim\_off in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_coll\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_pil\_coll\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_coll\_exit()  
calledBy:  
controls\_sim\_off in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_trigger\_1\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_pil\_trigger\_1\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_trigger\_1\_exit()  
calledBy:  
controls\_sim\_off in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_trigger\_2\_check()

calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_pil\_trigger\_2\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_trigger\_2\_exit()  
calledBy:  
controls\_sim\_off in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_thumb\_lower\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_pil\_thumb\_lower\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_pil\_thumb\_upper\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_pil\_thumb\_upper\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_free\_fly\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_free\_fly\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_hug\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_tether\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_orbit\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_compass\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_mimic\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, (null)  
FUNCTION: controls\_lamps\_off()  
calledBy:  
controls\_free\_fly\_init in kato\_ctl\_sim.c, (null)  
state\_lamp\_light in kato\_state.c, (null)  
FUNCTION: controls\_sim\_off()  
calledBy:  
controls\_sim\_next\_state in kato\_ctl\_fsm.c, (null)  
FUNCTION: controls\_pil\_trim\_check()  
calledBy:  
controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
FUNCTION: controls\_pil\_trim\_init()  
calledBy:  
controls\_sim\_init in kato\_ctl\_sim.c, (null)

FUNCTION: controls\_pil\_trim\_exit()  
     calledBy:  
         controls\_sim\_off in kato\_ctl\_sim.c, (null)  
 FUNCTION: controls\_view\_ind\_init()  
     calledBy:  
         controls\_lamp\_init in kato\_ctl\_fsm.c, IFNDEF USE\_SPACEBALL  
         view\_init in kato\_view.c, IFNDEF USE\_SPACEBALL  
 FUNCTION: controls\_view\_ind\_up()  
     calledBy:  
         view\_simul in kato\_view.c, IFNDEF USE\_SPACEBALL  
 FUNCTION: controls\_view\_ind\_down()  
     calledBy:  
         view\_simul in kato\_view.c, IFNDEF USE\_SPACEBALL  
 FUNCTION: controls\_view\_ind\_centered()  
     calledBy:  
         view\_init in kato\_view.c, IFNDEF USE\_SPACEBALL  
 FUNCTION: controls\_pil\_pinky\_check()  
     calledBy:  
         controls\_sim\_routines in kato\_ctl\_sim.c, IFNDEF USE\_SPACEBALL  
 FUNCTION: controls\_radar\_warning\_reset()  
     calledBy:  
         sad\_simul in old\_way\_ed.c, (null)  
         sad\_simul in way\_ed.c, (null)  
 FUNCTION: controls\_radar\_warning(lamp, type)  
     calledBy:  
         sad\_simul in old\_way\_ed.c, (null)  
         sad\_simul in way\_ed.c, (null)  
 FUNCTION: controls\_radar\_warning\_flash\_check()  
 FUNCTION: controls\_free\_fly\_buttons\_state()  
 FUNCTION: controls\_get\_pil\_trigger\_1()  
     calledBy:  
         nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)  
         nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
 FUNCTION: controls\_get\_pil\_trigger\_2()  
     calledBy:  
         nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)  
         nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
 FUNCTION: controls\_set\_spaceball\_tty(newtty)  
     calledBy:  
         main in kato\_main.c, (null)  
 FUNCTION: controls\_use\_geoball()  
     calledBy:  
         main in kato\_main.c, (null)  
 FILE: kato\_failure.c  
 FUNCTION: failure\_check\_cat\_kill(hit\_msg)  
     calledBy:  
         veh\_impact\_me in impact.c, (null)  
 FILE: kato\_geo.c  
 FUNCTION: geoball\_simul()  
     calledBy:  
         controls\_sim\_routines in kato\_ctl\_sim.c, IFDEF USE\_SPACEBALL  
 FUNCTION: geoball\_exit()  
     calledBy:  
         controls\_sim\_off in kato\_ctl\_sim.c, IFDEF USE\_SPACEBALL

FUNCTION: initialize\_geoball(tty\_line)  
    calledBy:  
        controls\_sim\_init in kato\_ctl\_sim.c, IFDEF USE\_SPACEBALL  
FUNCTION: geopressed()  
FUNCTION: geopic()  
FUNCTION: geotranslate(tra\_vector)  
FUNCTION: georotate(rot\_vector)  
FUNCTION: wait(time)  
    calledBy:  
        geopressed in kato\_geo.c, IFNDEF MASSCOMP  
FILE: kato\_gunmnt.c  
    FUNCTION: gunmnt\_init()  
        calledBy:  
            veh\_spec\_init in kato\_main.c, (null)  
    FUNCTION: gunmnt\_set\_gun\_depression(new\_depression)  
    FUNCTION: gunmnt\_get\_gun\_to\_world()  
FILE: kato\_idc.c  
    FUNCTION: idc\_get\_num\_idcs()  
        calledBy:  
            idc\_choose\_fifo in choose\_fifo.c, (null)  
            idc\_open\_port in i\_opn\_port.c, IFDEF \_GT\_  
            idc\_simul in i\_simul.c, IFNDEF SIMBFLY  
            idc\_fifo\_init in init.c, (null)  
            idc\_fifo\_uninit in init.c, (null)  
            idc\_reset\_output in init.c, (null)  
    FUNCTION: idc\_array\_init()  
        calledBy:  
            idc\_init in init.c, (null)  
    FUNCTION: idc\_veh\_spec\_init()  
        calledBy:  
            idc\_init in init.c, (null)  
FILE: kato\_key\_ctl.c  
    FUNCTION: main()  
FILE: kato\_keybrd.c  
    FUNCTION: keyboard\_really\_use()  
        calledBy:  
            main in niu\_main.c, (null)  
            main in kato\_main.c, (null)  
    FUNCTION: keyboard\_init()  
        calledBy:  
            veh\_spec\_startup in niu\_main.c, (null)  
            veh\_spec\_startup in kato\_main.c, (null)  
    FUNCTION: keyboard\_simul()  
        calledBy:  
            veh\_spec\_idle in niu\_main.c, (null)  
            veh\_spec\_simulate in niu\_main.c, (null)  
            veh\_spec\_idle in kato\_main.c, (null)  
            veh\_spec\_simulate in kato\_main.c, (null)  
    FUNCTION: keyboard\_setup\_terminal()  
        calledBy:  
            keyboard\_init in kato\_keybrd.c, (null)  
    FUNCTION: keyboard\_reset\_terminal()  
        calledBy:  
            keyboard\_exit\_gracefully in kato\_keybrd.c, (null)

FUNCTION: keyboard\_exit\_gracefully()  
    calledBy:  
        veh\_spec\_exit in niu\_main.c, (null)  
        veh\_spec\_exit in kato\_main.c, (null)

FILE: kato\_main.c

FUNCTION: print\_help(progname)  
    calledBy:  
        main in niu\_main.c, (null)  
        main in kato\_main.c, (null)

FUNCTION: print\_veh\_logo()  
    calledBy:  
        enter\_gracefully in stt\_machine.c, (null)  
        enter\_gracefully in main.c, (null)

FUNCTION: veh\_spec\_startup()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)

FUNCTION: veh\_spec\_idle()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)

FUNCTION: veh\_spec\_init()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)

FUNCTION: veh\_spec\_simulate()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)

FUNCTION: veh\_spec\_stop()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)

FUNCTION: veh\_spec\_exit()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        keyboard\_simul in niu\_keybrd.c, IFDEF\_GT\_  
        simulation\_state\_machine in main.c, (null)

FUNCTION: main(argc, argv)

FUNCTION: reconstitute\_vehicle()  
    calledBy:  
        process\_a\_packet in proc\_a\_pkt.c, (null)

FILE: kato\_mem.c

FUNCTION: mem\_assign\_other\_ptrs()  
    calledBy:  
        mem\_assign\_shared\_memory in assign\_sm.c, (null)

FILE: kato\_meter.c

FUNCTION: conv\_m\_to\_ft(m)  
    calledBy:  
        meter\_altitude\_set in kato\_meter.c, (null)  
        meter\_radar\_alt\_set in kato\_meter.c, (null)

FUNCTION: conv\_mps\_to\_knots(mps)  
    calledBy:  
        meter\_kato\_air\_speed\_set in kato\_meter.c, (null)



FUNCTION: conv\_knots\_to\_kph(knots)  
FUNCTION: conv\_mps\_to\_fpm(mps)  
    calledBy:  
        meter\_vertical\_speed\_set in kato\_meter.c, (null)  
FUNCTION: conv\_frac\_to\_percent(frac)  
FUNCTION: conv\_frac\_to\_per\_tenth(frac)  
    calledBy:  
        meter\_aoa\_set in kato\_meter.c, (null)  
FUNCTION: conv\_degrees\_to\_units(deg)  
    calledBy:  
        meter\_aoa\_set in kato\_meter.c, (null)  
FUNCTION: meter\_init()  
    calledBy:  
        veh\_spec\_init in kato\_main.c, (null)  
FUNCTION: meter\_simul()  
    calledBy:  
        veh\_spec\_simulate in kato\_main.c, (null)  
FUNCTION: meter\_altitude\_set(val)  
    calledBy:  
        orientation\_calc in parameters.c, (null)  
FUNCTION: meter\_radar\_alt\_set(val)  
    calledBy:  
        controller\_velocity\_control in kato\_control.c, IFDEF ODIN  
        controller\_f18\_control in kato\_control.c, IFDEF ODIN  
        controller\_a6\_control in kato\_control.c, IFDEF ODIN  
        controller\_a10\_control in kato\_control.c, IFDEF ODIN  
        controller\_velocity\_attach in kato\_control.c, IFDEF ODIN  
        controller\_orbit\_attach in kato\_control.c, IFDEF ODIN  
        controller\_world\_velocity\_attach in kato\_control.c, IFDEF ODIN  
        controller\_mimic\_driver in kato\_control.c, IFDEF ODIN  
        controller\_mimic\_gunner in kato\_control.c, IFDEF ODIN  
        controller\_terrain\_follow in kato\_control.c, IFDEF ODIN  
FUNCTION: meter\_air\_speed\_set(val)  
    calledBy:  
        orientation\_calc in parameters.c, (null)  
FUNCTION: meter\_kato\_air\_speed\_set(val)  
    calledBy:  
        controller\_send\_air\_speed in kato\_control.c, (null)  
FUNCTION: meter\_dg\_set(val\_hdg, val\_bug)  
    calledBy:  
        controller\_velocity\_control in kato\_control.c, (null)  
        controller\_f18\_control in kato\_control.c, IFDEF ODIN  
        controller\_a6\_control in kato\_control.c, IFDEF ODIN  
        controller\_a10\_control in kato\_control.c, IFDEF ODIN  
        controller\_velocity\_attach in kato\_control.c, (null)  
        controller\_orbit\_attach in kato\_control.c, (null)  
        controller\_world\_velocity\_attach in kato\_control.c, (null)  
        controller\_mimic\_driver in kato\_control.c, (null)  
        controller\_mimic\_gunner in kato\_control.c, (null)  
        controller\_terrain\_follow in kato\_control.c, (null)  
FUNCTION: meter\_vertical\_speed\_set(val)  
    calledBy:  
        orientation\_calc in parameters.c, (null)  
FUNCTION: meter\_aoa\_set(val)

FUNCTION: meter\_adi\_set(val\_roll, val\_pitch)  
FUNCTION: meter\_veh\_id\_set(vad)  
    calledBy:  
        attach\_attach\_to\_vehicle in kato\_attach.c, (null)  
        controller\_velocity\_control in kato\_control.c, (null)  
        controller\_f18\_control in kato\_control.c, IFDEF ODIN  
        controller\_a6\_control in kato\_control.c, IFDEF ODIN  
        controller\_a10\_control in kato\_control.c, IFDEF ODIN  
        controller\_terrain\_follow in kato\_control.c, (null)  
FUNCTION: meter\_exit\_gracefully()  
    calledBy:  
        veh\_spec\_exit in kato\_main.c, (null)  
FUNCTION: obg\_flat\_panel()  
    calledBy:  
        keyboard\_simul in kato\_keybrd.c, (null)  
        main in kato\_main.c, (null)  
FUNCTION: get\_obg\_mode()  
    calledBy:  
        controller\_velocity\_control in kato\_control.c, IFDEF ODIN  
        controller\_f18\_control in kato\_control.c, IFDEF ODIN  
        controller\_a6\_control in kato\_control.c, IFDEF ODIN  
        controller\_a10\_control in kato\_control.c, IFDEF ODIN  
        controller\_velocity\_attach in kato\_control.c, IFDEF ODIN  
        controller\_orbit\_attach in kato\_control.c, IFDEF ODIN  
        controller\_world\_velocity\_attach in kato\_control.c, IFDEF ODIN  
        controller\_mimic\_driver in kato\_control.c, IFDEF ODIN  
        controller\_mimic\_gunner in kato\_control.c, IFDEF ODIN  
        controller\_terrain\_follow in kato\_control.c, IFDEF ODIN  
FILE: kato\_network.c  
FUNCTION: send\_equipment\_status()  
    calledBy:  
        network\_xmit in nwk\_xmit.c, (null)  
        network\_xmit\_idle in nwk\_xmit.c, (null)  
        network\_xmit in net\_xmit.c, (null)  
        network\_xmit\_idle in net\_xmit.c, (null)  
FUNCTION: send\_attached\_packet(vehicle\_id, det)  
    calledBy:  
        attach\_attach\_to\_vehicle in kato\_attach.c, (null)  
        attach\_exit\_gracefully in kato\_attach.c, (null)  
        state\_vehicle\_detach in kato\_state.c, (null)  
FUNCTION: send\_error\_packet(res, msg)  
    calledBy:  
        attach\_timer\_simul in kato\_network.c, (null)  
FUNCTION: process\_teleport(pdu)  
    calledBy:  
        do\_protocol\_on\_stealth\_packet in kato\_network.c, (null)  
FUNCTION: process\_attach(pdu)  
    calledBy:  
        do\_protocol\_on\_stealth\_packet in kato\_network.c, (null)  
FUNCTION: process\_mimic(pdu)  
    calledBy:  
        do\_protocol\_on\_stealth\_packet in kato\_network.c, (null)  
FUNCTION: process\_visibility(pdu)  
    calledBy:

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    do_protocol_on_stealth_packet in kato_network.c, (null)
FUNCTION: process_metamorphose(pdu)
    calledBy:
        do_protocol_on_stealth_packet in kato_network.c, (null)
FUNCTION: do_protocol_on_stealth_packet(pdu)
    calledBy:
        network_process_a_packet in nwk_pkt.c, IF 0
        process_a_packet in proc_a_pkt.c, (null)
FUNCTION: process_radiate(pkt)
    calledBy:
        do_protocol_on_sim_packet in proc_a_pkt.c, (null)
FUNCTION: app_init()
    calledBy:
        veh_spec_init in niu_main.c, (null)
        veh_spec_init in kato_main.c, (null)
FUNCTION: attach_timer_simul()
    calledBy:
        kato_simul in kato_simul.c, (null)
FUNCTION: network_xmit()
    calledBy:
        net_simul in net_simul.c, (null)
        net_simul in n_net_simul.c, (null)
        io_simul in io_simul.c, (null)
        io_simul_idle in io_simul.c, (null)
FUNCTION: network_xmit_idle()
    calledBy:
        io_simul_idle in io_simul.c, (null)
        io_simul_idle in niu_io_simul.c, (null)
FUNCTION: network_respond_to_status_query()
FUNCTION: send_deactivate_pkt()
    calledBy:
        exit_gracefully in main.c, (null)
FUNCTION: fill_vehicle_spec_appearance(pdu)
    calledBy:
        format_vehicle_appearance in appearance.c, (null)
        format_stealth_appearance in appearance.c, (null)
FILE: kato_nlos.c
FUNCTION: nlos_init()
FUNCTION: nlos_simul()
FUNCTION: nlos_launch()
    calledBy:
        nlos_keyboard_launch in kato_nlos.c, (null)
FUNCTION: nlos_launch_trailing_missile(which_missile)
    calledBy:
        nlos_simul in kato_nlos.c, (null)
FUNCTION: nlos_missile_flying()
    calledBy:
        controls_draw_heading_indicators in kato_ctl_nls.c, (null)
FUNCTION: nlos_missile_x_pos()
FUNCTION: nlos_missile_y_pos()
FUNCTION: kludge_fcn()
FUNCTION: nlos_yaw_view(direction)
FUNCTION: nlos_view_stop_yaw()
    calledBy:
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nlos\_stop\_missile in kato\_nlos.c, (null)  
FUNCTION: nlos\_get\_yaw\_rate()  
FUNCTION: nlos\_update\_yaw()  
    calledBy:  
        nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: nlos\_start\_scan\_depressed()  
    calledBy:  
        controls\_nlos\_start\_scan\_check in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_stop\_scan\_depressed()  
    calledBy:  
        controls\_nlos\_stop\_scan\_check in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_alt\_inc\_depressed()  
    calledBy:  
        controls\_nlos\_alt\_inc\_check in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_alt\_dec\_depressed()  
    calledBy:  
        controls\_nlos\_alt\_dec\_check in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_compute\_missile\_heading()  
    calledBy:  
        nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: nlos\_get\_missile\_heading()  
    calledBy:  
        controls\_draw\_heading\_indicators in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_stop\_missile()  
    calledBy:  
        nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: nlos\_compute\_missile\_target\_loc()  
    calledBy:  
        nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: update\_active\_waypoint()  
    calledBy:  
        nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: nlos\_set\_waypoint\_at\_present\_yaw()  
    calledBy:  
        nlos\_launch in kato\_nlos.c, (null)  
FUNCTION: nlos\_keyboard\_launch()  
FUNCTION: read\_file\_containing\_waypoints()  
    calledBy:  
        nlos\_pdp\_left\_depressed in kato\_ctl\_nls.c, (null)  
        nlos\_pdp\_center\_depressed in kato\_ctl\_nls.c, (null)  
        nlos\_pdp\_right\_depressed in kato\_ctl\_nls.c, (null)  
FUNCTION: check\_waypoints(vec1, vec2, vec3)  
    calledBy:  
        read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
FUNCTION: nlos\_stop\_trail\_timer(timer\_number)  
    calledBy:  
        nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: nlos\_stop\_wait\_for\_good\_agl()  
    calledBy:  
        nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: nlos\_try\_to\_lock\_on\_target()  
FUNCTION: nlos\_stop\_lock\_on\_target()  
FUNCTION: nlos\_update\_nlos\_mode()  
    calledBy:

nlos\_simul in kato\_nlos.c, (null)  
FUNCTION: nlos\_view\_and\_missile\_coincide()  
FUNCTION: nlos\_pre\_terminal()  
FUNCTION: nlos\_view\_greater\_than\_terminal\_angle()  
    calledBy:  
        nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
FUNCTION: nlos\_set\_target\_type(type)  
    calledBy:  
        nlos\_pdp\_center\_depressed in kato\_ctl\_nls.c, (null)  
        nlos\_pdp\_right\_depressed in kato\_ctl\_nls.c, (null)  
FUNCTION: nlos\_stop\_pre\_terminal\_timer()  
    calledBy:  
        nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
FUNCTION: nlos\_set\_pre\_terminal\_view\_point()  
    calledBy:  
        nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
FUNCTION: nlos\_auto\_scan\_active()  
FUNCTION: nlos\_trigger\_1\_depressed()  
FILE: kato\_p\_buf.c  
    FUNCTION: veh\_spec\_proc\_buf(mbp\_dot, hp, buffer\_num)  
        calledBy:  
            process\_buffer in proc\_buf.c, (null)  
FILE: kato\_periph.c  
    FUNCTION: init\_point\_to\_point()  
        calledBy:  
            veh\_spec\_init in kato\_main.c, (null)  
FUNCTION: get\_pvd\_addr()  
    calledBy:  
        send\_attached\_packet in kato\_network.c, (null)  
        send\_error\_packet in kato\_network.c, (null)  
        network\_xmit in kato\_network.c, (null)  
FILE: kato\_pots.c  
    FUNCTION: pots\_init()  
        calledBy:  
            simulation\_state\_machine in main.c, (null)  
FUNCTION: pots\_pil\_cyc\_roll\_real(pot)  
    calledBy:  
        controls\_pil\_cyc\_roll\_check in kato\_ctl\_sim.c, (null)  
        controls\_pil\_cyc\_roll\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: pots\_pil\_cyc\_pitch\_real(pot)  
    calledBy:  
        controls\_pil\_cyc\_pitch\_check in kato\_ctl\_sim.c, (null)  
        controls\_pil\_cyc\_pitch\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: pots\_pil\_pedal\_real(pot)  
    calledBy:  
        controls\_pil\_pedal\_check in kato\_ctl\_sim.c, (null)  
        controls\_pil\_pedal\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: pots\_pil\_coll\_real(pot)  
    calledBy:  
        controls\_pil\_coll\_check in kato\_ctl\_sim.c, (null)  
        controls\_pil\_coll\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: pots\_co\_cyc\_roll\_real(pot)  
FUNCTION: pots\_co\_cyc\_pitch\_real(pot)  
FUNCTION: pots\_cpo\_elevate\_real(pot)

calledBy:  
controls\_cpo\_elevate\_check in kato\_ctl\_sim.c, (null)  
controls\_cpo\_elevate\_init in kato\_ctl\_sim.c, (null)

FILE: kato\_resupp.c

FUNCTION: clear\_ammo\_carriers()  
calledBy:  
resupply\_init in kato\_resupp.c, (null)  
resupply\_simul in kato\_resupp.c, (null)  
resupply\_init in resupp.c, (null)  
resupply\_simul in resupp.c, IFDEF notdef

FUNCTION: ammo\_receive\_quiet\_state()  
calledBy:  
ammo\_resupply\_receive\_simul in kato\_resupp.c, (null)  
ammo\_resupply\_receive\_simul in resupp.c, (null)

FUNCTION: ammo\_receive\_request\_state()  
calledBy:  
ammo\_resupply\_receive\_simul in kato\_resupp.c, (null)  
ammo\_resupply\_receive\_simul in resupp.c, (null)

FUNCTION: resupply\_ammo\_completed(ammo\_type)  
calledBy:  
ammo\_stop\_resupply in kato\_ammo.c, (null)  
ammo\_finished\_receiving in ammo.c, (null)  
ammo\_stop\_resupply in newammo.c, (null)

FUNCTION: ammo\_receive\_loading\_state()  
calledBy:  
ammo\_resupply\_receive\_simul in kato\_resupp.c, (null!)  
ammo\_resupply\_receive\_simul in resupp.c, (null)

FUNCTION: send\_feed\_me\_packets\_ammo\_carriers()  
calledBy:  
ammo\_receive\_quiet\_state in kato\_resupp.c, (null)  
ammo\_receive\_request\_state in kato\_resupp.c, (null)  
ammo\_receive\_quiet\_state in resupp.c, (null)  
ammo\_receive\_request\_state in resupp.c, (null)

FUNCTION: ammo\_resupply\_receive\_simul()  
calledBy:  
resupply\_simul in kato\_resupp.c, (null)  
resupply\_simul in resupp.c, (null)

FUNCTION: resupply\_init()  
calledBy:  
veh\_spec\_init in kato\_main.c, (null)

FUNCTION: resupply\_simul()  
calledBy:  
veh\_spec\_simulate in kato\_main.c, (null)

FUNCTION: resupply\_stop\_ammo\_resupply()  
calledBy:  
ammo\_receive\_loading\_state in kato\_resupp.c, (null)  
ammo\_receive\_loading\_state in resupp.c, (null)

FUNCTION: resupply\_offer\_packet(carrier\_id, num\_supplies, supplies)  
calledBy:  
process\_resupply\_offer in resupp\_offer.c, (null)

FUNCTION: service\_check\_vehicle\_type(role, type, id)

FUNCTION: resupply\_near\_ammo\_carrier(n)  
calledBy:  
service\_check\_vehicle\_type in kato\_resupp.c, (null)

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    service_check_vehicle_type in resupp.c, IFDEF notdef
FUNCTION: resupply_near_fuel_carrier(n)
    calledBy:
        service_check_vehicle_type in resupp.c, IFDEF notdef
FILE: kato_rotate.c
FUNCTION: turret_init()
    calledBy:
        simulation_state_machine in main.c, (null)
FUNCTION: turret_simul()
    calledBy:
        simulation_state_machine in main.c, (null)
FILE: kato_sb.c
FUNCTION: spaceball_simul()
    calledBy:
        controls_sim_routines in kato_ctl_sim.c, IFDEF USE_SPACEBALL
FUNCTION: spaceball_exit()
    calledBy:
        controls_sim_off in kato_ctl_sim.c, IFDEF USE_SPACEBALL
FUNCTION: initialize_spaceball(tty_line)
    calledBy:
        controls_sim_init in kato_ctl_sim.c, IFDEF USE_SPACEBALL
        main in sbtest.c, (null)
FUNCTION: display_data()
    calledBy:
        main in sbtest.c, (null)
FUNCTION: mypressed(keys)
FUNCTION: kato_sb_save_dominant()
    calledBy:
        state_vehicle_toggle_free_fly in kato_state.c, IFDEF ODIN
FUNCTION: kato_sb_restore_dominant()
    calledBy:
        state_vehicle_toggle_free_fly in kato_state.c, IFDEF ODIN
FUNCTION: mytranslate(period, vec)
FUNCTION: myrotate(period, vec)
FILE: kato_simul.c
FUNCTION: kato_init()
    calledBy:
        veh_spec_init in kato_main.c, (null)
FUNCTION: kato_simul()
    calledBy:
        veh_spec_simulate in kato_main.c, (null)
FILE: kato_sound.c
FUNCTION: sound_denial_check()
    calledBy:
        sound_make_veh_spec_sound in kato_sound.c, (null)
FUNCTION: sound_make_veh_spec_sound(sound_str, str_len)
    calledBy:
        sound_make_const_sound in libsound.c, (null)
        sound_make_var_sound in libsound.c, (null)
        sound_make_arg_sound in libsound.c, (null)
        sound_make_cont_sound in libsound.c, (null)
        sound_stop_cont_sound in libsound.c, (null)
FUNCTION: sound_force_veh_spec_sound(sound_str, str_len)
    calledBy:
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sound\_force\_const\_sound in libsound.c, (null)  
FUNCTION: sound\_init()  
    calledBy:  
        veh\_spec\_stop in kato\_main.c, (null)  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: sound\_dont\_use()  
    calledBy:  
        main in kato\_main.c, (null)  
FUNCTION: sound\_simul()  
    calledBy:  
        veh\_spec\_simulate in kato\_main.c, (null)  
FUNCTION: sound\_reset()  
    calledBy:  
        keyboard\_simul in kato\_keybrd.c, (null)  
        veh\_spec\_init in kato\_main.c, (null)  
        sound\_init in kato\_sound.c, (null)  
        sound\_we\_just\_died in kato\_sound.c, (null)  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: sound\_we\_just\_died()  
    calledBy:  
        fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
FUNCTION: sound\_of\_vehicle(guise, eng\_speed, velocity)  
    calledBy:  
        controller\_attached in kato\_control.c, (null)  
        controller\_velocity\_control in kato\_control.c, (null)  
        controller\_f18\_control in kato\_control.c, IFDEF ODIN  
        controller\_a6\_control in kato\_control.c, IFDEF ODIN  
        controller\_a10\_control in kato\_control.c, IFDEF ODIN  
        controller\_terrain\_follow in kato\_control.c, (null)  
FUNCTION: sound\_of\_random\_sounds()  
    calledBy:  
        sound\_simul in kato\_sound.c, (null)  
FUNCTION: sound\_activate\_wegmann\_sounds()  
    calledBy:  
        main in kato\_main.c, (null)  
FILE: kato\_state.c  
FUNCTION: state\_init()  
    calledBy:  
        kato\_init in kato\_simul.c, (null)  
FUNCTION: state\_simul()  
    calledBy:  
        kato\_simul in kato\_simul.c, (null)  
FUNCTION: state\_lamp\_light()  
    calledBy:  
        state\_vel\_attach in kato\_state.c, (null)  
        state\_world\_attach in kato\_state.c, (null)  
        state\_orbit\_attach in kato\_state.c, (null)  
        state\_mimic in kato\_state.c, (null)  
        state\_vehicle\_attach in kato\_state.c, (null)  
        state\_vehicle\_detach in kato\_state.c, (null)  
        state\_terrain\_follow\_on in kato\_state.c, (null)  
        state\_terrain\_follow\_off in kato\_state.c, (null)  
FUNCTION: state\_vel\_attach()  
    calledBy:



```
controls_tether_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_world_attach()
calledBy:
controls_compass_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_orbit_attach()
calledBy:
controls_orbit_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_mimic()
calledBy:
controls_mimic_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
attach_timer_simul in kato_network.c, (null)
FUNCTION: state_vehicle_attach()
calledBy:
attach_attach_to_vehicle in kato_attach.c, (null)
FUNCTION: state_vehicle_detach()
calledBy:
attach_simul in kato_attach.c, (null)
attach_lock_on_vehicle in kato_attach.c, (null)
controller_attached in kato_control.c, (null)
controls_free_fly_check in kato_ctl_sim.c, IFNDEF ODIN
keyboard_simul in kato_keybrd.c, (null)
process_teleport in kato_network.c, (null)
process_attach in kato_network.c, (null)
process_mimic in kato_network.c, (null)
process_metamorphose in kato_network.c, (null)
state_terrain_follow_on in kato_state.c, (null)
state_vehicle_toggle_free_fly in kato_state.c, IFDEF ODIN
FUNCTION: state_terrain_follow_on()
calledBy:
controls_hug_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_terrain_follow_off()
calledBy:
controls_free_fly_check in kato_ctl_sim.c, IFDEF ODIN
controls_free_fly_check in kato_ctl_sim.c, IFNDEF ODIN
keyboard_simul in kato_keybrd.c, (null)
process_teleport in kato_network.c, (null)
process_metamorphose in kato_network.c, (null)
FUNCTION: state_toggle_fix()
calledBy:
controls_pil_thumb_upper_check in kato_ctl_sim.c, (null)
controls_pil_pinky_check in kato_ctl_sim.c, (null)
keyboard_simul in kato_keybrd.c, (null)
FUNCTION: state_fix()
FUNCTION: state_unfix()
```

FUNCTION: state\_return\_fix\_state()  
FUNCTION: cig\_type\_lowres()  
    calledBy:  
        main in kato\_main.c, (null)  
FUNCTION: state\_return\_attach\_mode()  
    calledBy:  
        georotate in kato\_geo.c, (null)  
        myrotate in kato\_sb.c, (null)  
FUNCTION: state\_return\_attach\_state()  
    calledBy:  
        georotate in kato\_geo.c, (null)  
        myrotate in kato\_sb.c, (null)  
FUNCTION: state\_saf\_mode\_on()  
    calledBy:  
        keyboard\_simul in kato\_keybrd.c, (null)  
        main in kato\_main.c, (null)  
FUNCTION: state\_saf\_mode\_off()  
    calledBy:  
        keyboard\_simul in kato\_keybrd.c, (null)  
FUNCTION: state\_return\_saf\_mode()  
    calledBy:  
        handles\_pil\_trigger\_1\_depressed in kato\_stubs.c, (null)  
FUNCTION: state\_wegmann\_mode\_on()  
    calledBy:  
        main in kato\_main.c, (null)  
FUNCTION: state\_vehicle\_toggle\_free\_fly()  
    calledBy:  
        controls\_free\_fly\_check in kato\_ctl\_sim.c, IFDEF ODIN  
FILE: kato\_status.c  
FUNCTION: what\_is\_voltage12P()  
FUNCTION: what\_is\_voltage12N()  
FUNCTION: what\_is\_voltage5()  
FUNCTION: what\_is\_temperature()  
FUNCTION: status\_preset()  
    calledBy:  
        veh\_spec\_init in kato\_main.c, (null)  
        status\_init in kato\_status.c, (null)  
FUNCTION: status\_init()  
    calledBy:  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: status\_simul()  
    calledBy:  
        veh\_spec\_idle in kato\_main.c, (null)  
        veh\_spec\_simulate in kato\_main.c, (null)  
FUNCTION: status\_print\_temp\_and\_supplies()  
    calledBy:  
        keyboard\_simul in kato\_keybrd.c, (null)  
FUNCTION: hard\_dead(p)  
    calledBy:  
        monitor\_status in kato\_status.c, IFNDEF USE\_SPACEBALL  
FUNCTION: soft\_dead(p)  
    calledBy:  
        monitor\_status in kato\_status.c, (null)  
FUNCTION: cig\_dead(p)

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    calledBy:
        cig_failed_fsm in kato_status.c, (null)
FUNCTION: net_dead(p)
    calledBy:
        monitor_status in kato_status.c, (null)
FUNCTION: ser_dead(p)
    calledBy:
        monitor_status in kato_status.c, (null)
FUNCTION: dtad_dead(p)
    calledBy:
        monitor_status in kato_status.c, (null)
FUNCTION: sound_dead(p)
    calledBy:
        monitor_status in kato_status.c, (null)
FUNCTION: plus12_dead(p, val)
    calledBy:
        monitor_status in kato_status.c, (null)
FUNCTION: minus12_dead(p, val)
    calledBy:
        monitor_status in kato_status.c, (null)
FUNCTION: plus5_dead(p, val)
    calledBy:
        monitor_status in kato_status.c, (null)
FUNCTION: enable_status_printing()
FUNCTION: disable_status_printing()
FUNCTION: cig_failed_fsm()
    calledBy:
        io_simul in io_simul.c, IFNDEF_GT_
        io_simul_idle in io_simul.c, (null)
        net_simul in net_simul.c, IFDEF SIMBFLY
        io_simul in io_simul.c, (null)
        io_simul_idle in io_simul.c, (null)
FUNCTION: monitor_status(which)
    calledBy:
        status_simul in kato_status.c, (null)
        cig_failed_fsm in kato_status.c, (null)
FUNCTION: status_set_wegmann_mode_on()
    calledBy:
        main in kato_main.c, (null)
FILE: kato_stubs.c
FUNCTION: failure_check_indir_fire_damages()
    calledBy:
        process_indirect_fire in indir_fire.c, (null)
FUNCTION: collision_forget_about()
FUNCTION: collision_check_veh_coll_at()
    calledBy:
        process_collision in collision.c, (null)
        collision_simul in coll_vehicle.c, (null)
FUNCTION: engine_get_speed()
    calledBy:
        format_vehicle_appearance in appearance.c, (null)
FUNCTION: forward_vel()
    calledBy:
        kinematics_vehicle_init in veh_init.c, (null)

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FUNCTION: bcs\_get\_ammo\_type\_indexed()  
calledBy:  
    process\_msg\_hit in kato\_cig.c, IFDEF old

FUNCTION: network\_send\_status\_change()  
calledBy:  
    cfail\_check\_damages in c\_chk\_dam.c, (null)  
    fail\_break\_system in f\_break\_sys.c, (null)  
    fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
    fail\_init in f\_init.c, (null)  
    fail\_simul in f\_simul.c, (null)  
    repair\_system\_is\_fixed in repair.c, (null)  
    repair\_complete\_repair in repair.c, (null)  
    repair\_all\_systems in repair.c, (null)  
    sfail\_event\_occurred in s\_event.c, (null)

FUNCTION: repair\_init()  
calledBy:  
    simulation\_state\_machine in main.c, (null)

FUNCTION: repair\_simul()  
calledBy:  
    simulation\_state\_machine in main.c, (null)

FUNCTION: repair\_request()  
calledBy:  
    process\_repair in repair.c, (null)

FUNCTION: resupply\_init()  
calledBy:  
    veh\_spec\_init in kato\_main.c, (null)

FUNCTION: resupply\_simul()  
calledBy:  
    veh\_spec\_simulate in kato\_main.c, (null)

FUNCTION: resupply\_offer\_packet()  
calledBy:  
    process\_resupply\_offer in resupp\_offer.c, (null)

FUNCTION: resupply\_feed\_me\_packet()  
calledBy:  
    process\_service\_request in service\_req.c, (null)

FUNCTION: resupply\_thank\_you\_packet()  
calledBy:  
    process\_resupply\_received in resupp\_recvd.c, (null)

FUNCTION: resupply\_offer\_canceled()  
calledBy:  
    process\_resupply\_cancel in resupp\_canc.c, (null)

FUNCTION: resupply\_request\_canceled()  
calledBy:  
    process\_resupply\_cancel in resupp\_canc.c, (null)

FUNCTION: send\_vehicle\_status()  
calledBy:  
    network\_xmit in nw\_k\_xmit.c, (null)  
    network\_xmit in net\_xmit.c, (null)  
    network\_respond\_to\_query\_pkt in stat\_rsp.c, (null)

FUNCTION: send\_vehicle\_status\_trans()  
calledBy:  
    network\_respond\_to\_query\_trans in stat\_rsp.c, (null)

FUNCTION: send\_vehicle\_status\_in\_f\_\_ing\_multicast\_group\_zero()  
calledBy:

network\_respond\_to\_query\_pkt in stat\_rsp.c, (null)  
FUNCTION: veh\_spec\_activate\_time()  
calledBy:  
network\_send\_activate\_response in nwk\_act\_ack.c, (null)  
send\_activate\_response in act\_rsp.c, (null)  
FUNCTION: vehicle\_get\_elapsed\_km()  
calledBy:  
build\_vehicle\_status in veh\_status.c, (null)  
FUNCTION: get\_ballistics\_debug()  
calledBy:  
check\_buffer in checkbuffer.c, (null)  
FUNCTION: tracks\_get\_dust\_cloud()  
FUNCTION: controls\_electsys\_dead()  
calledBy:  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
FUNCTION: handles\_pil\_trigger\_1\_depressed()  
calledBy:  
controls\_pil\_trigger\_1\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_1\_init in kato\_ctl\_sim.c, (null)  
geopic in kato\_geo.c, IFNDEF MASSCOMP  
mypressed in kato\_sb.c, (null)  
FUNCTION: handles\_pil\_trigger\_1\_released()  
calledBy:  
controls\_pil\_trigger\_1\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_1\_init in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_1\_exit in kato\_ctl\_sim.c, (null)  
FUNCTION: handles\_pil\_trigger\_2\_depressed()  
calledBy:  
controls\_pil\_trigger\_2\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_2\_init in kato\_ctl\_sim.c, (null)  
FUNCTION: handles\_pil\_trigger\_2\_released()  
calledBy:  
controls\_pil\_trigger\_2\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_2\_init in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_2\_exit in kato\_ctl\_sim.c, (null)  
FUNCTION: handles\_pil\_thumb\_lower\_depressed()  
calledBy:  
controls\_pil\_thumb\_lower\_check in kato\_ctl\_sim.c, (null)  
geopressed in kato\_geo.c, IFNDEF MASSCOMP  
mypressed in kato\_sb.c, (null)  
FUNCTION: handles\_pil\_thumb\_lower\_released()  
calledBy:  
controls\_pil\_thumb\_lower\_check in kato\_ctl\_sim.c, (null)  
FUNCTION: handles\_pil\_thumb\_upper\_depressed()  
FUNCTION: handles\_pil\_thumb\_upper\_released()  
FUNCTION: china\_hat\_up\_released()  
calledBy:  
controls\_pil\_trim\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trim\_init in kato\_ctl\_sim.c, (null)  
controls\_pil\_trim\_exit in kato\_ctl\_sim.c, (null)  
FUNCTION: china\_hat\_down\_released()  
calledBy:  
controls\_pil\_trim\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trim\_init in kato\_ctl\_sim.c, (null)

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    controls_pil_trim_exit in kato_ctl_sim.c, (null)
FUNCTION: china_hat_up_depressed()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
FUNCTION: china_hat_down_depressed()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
FUNCTION: china_hat_right_released()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
        controls_pil_trim_exit in kato_ctl_sim.c, (null)
FUNCTION: china_hat_left_released()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
        controls_pil_trim_exit in kato_ctl_sim.c, (null)
FUNCTION: china_hat_right_depressed()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
FUNCTION: china_hat_left_depressed()
    calledBy:
        controls_pil_trim_check in kato_ctl_sim.c, (null)
        controls_pil_trim_init in kato_ctl_sim.c, (null)
FUNCTION: service_check_vehicle_type(role, type, id)
FUNCTION: weapons_download_ballistics_tables()
    calledBy:
        cigex_wakeup_cig in cig_start.c, IFDEF
        NOT_UNTIL_LARGER_BUFFER_AVAILABLE
        cig_reconfig_start in cig_r_start.c, (null)
FUNCTION: resupply_ammo_completed()
    calledBy:
        ammo_stop_resupply in kato_ammo.c, (null)
        ammo_finished_receiving in ammo.c, (null)
        ammo_stop_resupply in newammo.c, (null)
FUNCTION: fuel_init()
    calledBy:
        network_use_activation in use_activ.c, (null)
FILE: kato_view.c
FUNCTION: view()
    calledBy:
        cig_prepare_buffer in kato_cig.c, IFDEF ODIN
        nlos_simul in kato_nlos.c, (null)
        nlos_launch in kato_nlos.c, (null)
        nlos_launch_trailing_missile in kato_nlos.c, (null)
        nlos_compute_missile_target_loc in kato_nlos.c, (null)
        nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
        read_file_containing_waypoints in kato_nlos.c, (null)
        nlos_update_nlos_mode in kato_nlos.c, (null)
        nlos_set_pre_terminal_view_point in kato_nlos.c, (null)
        compute_fudge_matrix in het_calib.c, IFDEF notdef

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het\_init in het\_inter.c, (null)  
het\_init in het\_kin.c, (null)  
het\_simul in het\_kin.c, (null)  
het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)  
ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
compute\_pseudo\_gaze in het\_ldam.c, (null)  
ldam\_draw\_game\_over in het\_md.c, (null)  
ldam\_draw\_glare in het\_vg.c, (null)  
FUNCTION: view\_init()  
    calledBy:  
        veh\_spec\_init in kato\_main.c, (null)  
FUNCTION: view\_simul()  
    calledBy:  
        veh\_spec\_simulate in kato\_main.c, (null)  
FUNCTION: view\_set\_cpo\_elevate\_rate(new\_rate)  
    calledBy:  
        controls\_cpo\_elevate\_check in kato\_ctl\_sim.c, (null)  
        controls\_cpo\_elevate\_init in kato\_ctl\_sim.c, (null)  
        controls\_cpo\_elevate\_exit in kato\_ctl\_sim.c, (null)  
FUNCTION: view\_set\_pitch\_rate(new\_rate)  
    calledBy:  
        georotate in kato\_geo.c, (null)  
        myrotate in kato\_sb.c, (null)  
FUNCTION: view\_centered()  
    calledBy:  
        controller\_init\_offsets in kato\_control.c, (null)  
        controller\_init\_mimic in kato\_control.c, (null)  
        controller\_init\_orbit in kato\_control.c, (null)  
        keyboard\_simul in kato\_keybrd.c, (null)  
        nlos\_start\_scan\_depressed in kato\_nlos.c, (null)  
        nlos\_stop\_scan\_depressed in kato\_nlos.c, (null)  
        state\_simul in kato\_state.c, IFDEF ODIN  
FUNCTION: view\_up\_depressed()  
FUNCTION: view\_up\_released()  
    calledBy:  
        china\_hat\_down\_released in kato\_stubs.c, (null)  
FUNCTION: view\_down\_depressed()  
FUNCTION: view\_down\_released()  
    calledBy:  
        china\_hat\_up\_released in kato\_stubs.c, (null)  
FUNCTION: view\_to\_world()  
    calledBy:  
        attach\_lock\_on\_vehicle in kato\_attach.c, (null)  
FUNCTION: view\_get\_desired\_missile\_heading()  
FUNCTION: view\_get\_pitch\_angle()  
    calledBy:  
        controller\_make\_orbit\_pitch in kato\_control.c, (null)  
        controller\_to\_orbit in kato\_control.c, (null)  
        keyboard\_simul in kato\_keybrd.c, (null)  
        nlos\_view\_greater\_than\_terminal\_angle in kato\_nlos.c, (null)  
FUNCTION: view\_get\_yaw\_angle()  
    calledBy:  
        controls\_draw\_heading\_indicators in kato\_ctl\_nls.c, (null)  
FUNCTION: yaw\_filter(angle)

FUNCTION: pitch\_filter(angle)  
FUNCTION: view\_set\_pitch\_angle(pitch)  
    calledBy:  
        controller\_make\_orbit\_pitch in kato\_control.c, (null)  
        controller\_to\_orbit in kato\_control.c, (null)  
FUNCTION: view\_set\_wegmann\_mode\_on()  
    calledBy:  
        main in kato\_main.c, (null)  
FILE: kato\_vision.c  
FUNCTION: vision\_restore\_all\_blocks()  
    calledBy:  
        veh\_spec\_init in kato\_main.c, (null)  
        state\_vehicle\_attach in kato\_state.c, (null)  
        repair\_all\_systems in repair.c, (null)  
FUNCTION: vision\_break\_all\_blocks()  
    calledBy:  
        veh\_spec\_stop in kato\_main.c, (null)  
        state\_simul in kato\_state.c, (null)  
        state\_vehicle\_detach in kato\_state.c, (null)  
        fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
  
**DIRECTORY: ./gt/vehicle/lib**  
No files defined.  
  
**DIRECTORY: ./gt/vehicle/libsrc**  
No files defined.  
  
**DIRECTORY: ./gt/vehicle/libsrc/libRcvNet**  
FILE: activate.c  
    FUNCTION: process\_activate\_request(p, originator, tid, exercise)  
        calledBy:  
            veh\_spec\_idle in kato\_main.c, (null)  
            process\_sim\_transaction in proc\_a\_pkt.c, (null)  
FILE: alert\_status.c  
    FUNCTION: process\_alert\_status(p)  
FILE: can\_rcv.c  
    FUNCTION: network\_can\_process\_packets()  
        calledBy:  
            network\_ok\_to\_process\_vehicle\_packets in can\_rcv.c, (null)  
    FUNCTION: network\_ok\_to\_process\_vehicle\_packets()  
FILE: cannot\_rcv.c  
    FUNCTION: network\_cannot\_process\_packets()  
        calledBy:  
            network\_not\_ok\_to\_process\_vehicle\_packets in cannot\_rcv.c, (null)  
    FUNCTION: network\_not\_ok\_to\_process\_vehicle\_packets()  
FILE: collision.c  
    FUNCTION: process\_collision(p, originator, tid)  
        calledBy:  
            process\_sim\_transaction in proc\_a\_pkt.c, (null)  
FILE: deactivate.c  
    FUNCTION: process\_deactivate\_me(pkt, originator, tid)  
        calledBy:  
            process\_sim\_transaction in proc\_a\_pkt.c, (null)



FUNCTION: process\_deactivate\_other(pkt)  
    calledBy:  
        do\_protocol\_on\_sim\_packet in nwk\_pkt.c, (null)  
        do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: fire.c  
    FUNCTION: process\_fire(p)  
        calledBy:  
            do\_protocol\_on\_sim\_packet in nwk\_pkt.c, (null)  
            do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: fire\_probe.c  
    FUNCTION: process\_fire\_unit\_probe()

FILE: idiot\_check.c  
    FUNCTION: idiot\_check(p)

FILE: impact.c  
    FUNCTION: process\_hit\_me(p, originator, tid)  
        calledBy:  
            process\_sim\_transaction in proc\_a\_pkt.c, (null)

    FUNCTION: process\_hit\_other(p)  
        calledBy:  
            do\_protocol\_on\_sim\_packet in nwk\_pkt.c, (null)  
            do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

    FUNCTION: process\_dg\_hit\_me(p)  
        calledBy:  
            do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

    FUNCTION: veh\_impact\_me(p)  
        calledBy:  
            process\_hit\_me in impact.c, (null)  
            process\_dg\_hit\_me in impact.c, (null)

    FUNCTION: veh\_impact\_other(p)  
        calledBy:  
            process\_hit\_other in impact.c, (null)

    FUNCTION: ground\_impact(p)  
        calledBy:  
            process\_hit\_other in impact.c, (null)

    FUNCTION: proximate\_impact(p)  
        calledBy:  
            process\_hit\_other in impact.c, (null)

    FUNCTION: water\_impact(p)  
        calledBy:  
            process\_hit\_other in impact.c, IFDEF waterImpact

    FUNCTION: structure\_impact(p)  
        calledBy:  
            process\_hit\_other in impact.c, IFDEF structureImpact

    FUNCTION: road\_impact(p)  
        calledBy:  
            process\_hit\_other in impact.c, IFDEF roadImpact

    FUNCTION: non\_impact(p)  
        calledBy:  
            process\_hit\_other in impact.c, (null)

FILE: indir\_fire.c  
    FUNCTION: process\_indirect\_fire(p)  
        calledBy:  
            do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: laser\_range.c

```

FUNCTION: process_laser_range(pkt)
    calledBy:
        do_protocol_on_data_analysis_packet in nwk_pkt.c, IF 0
        do_protocol_on_data_analysis_packet in proc_a_pkt.c, (null)
FILE: map_ammo.c
FUNCTION: map_projectile_to_ammo_type(p)
    calledBy:
        cfail_dir_fire_damages in oc_dir_fire.c, IF 0
FUNCTION: classify_missile(p)
    calledBy:
        map_projectile_to_ammo_type in map_ammo.c, (null)
FUNCTION: classify_projectile(p)
    calledBy:
        map_projectile_to_ammo_type in map_ammo.c, (null)
FILE: markers.c
FUNCTION: process_markers(m)
    calledBy:
        do_protocol_on_sim_packet in proc_a_pkt.c, (null)
FILE: net_restart.c
FUNCTION: network_restart()
FILE: network_init.c
FUNCTION: network_get_net_handle()
    calledBy:
        filter_dump_filter_info in dump.c, (null)
        rtc_read_clock in rtc_timing.c, IFNDEF SIMBFLY, IFNDEF _GT_, IFDEF
        MASSCOMP
        rva_adjust_vehicles in rva_adjust.c, (null)
        rva_smooth_get_new_velocities in rva_smooth.c, (null)
        process_known_vehicle in rva_update.c, (null)
        process_unknown_vehicle in rva_update.c, (null)
        rva_process_update in rva_update.c, (null)
        io_simul in io_simul.c, IFNDEF _GT_
        io_simul_idle in io_simul.c, (null)
        net_simul in net_simul.c, (null)
        msgg_process_collision in prc_collide.c, (null)
        msgg_collision_to_pdu in prc_collide.c, (null)
        msgg_process_deactivate_req in prc_deactiv.c, (null)
        msgg_process_deactivate_rsp in prc_deactiv.c, (null)
        msgg_deactivate_req_to_pdu in prc_deactiv.c, (null)
        msgg_deactivate_rsp_to_pdu in prc_deactiv.c, (null)
        msgg_fire_to_pdu in prc_fire.c, (null)
        msgg_process_fire in prc_fire.c, (null)
        msgg_impact_to_pdu in prc_impact.c, (null)
        msgg_process_impact in prc_impact.c, (null)
        network_process_activate_request in nwk_activ.c, (null)
        process_deactivate_other in nwk_deact.c, (null)
        network_init in nwk_init.c, (null)
        network_process_a_packet in nwk_pkt.c, (null)
        network_fill_hdr_send_sim_rsp in nwk_rsp.c, (null)
        network_fill_hdr_send_de_rsp in nwk_rsp.c, (null)
        network_check_veh_appearance in nwk_thresh.c, (null)
        network_fill_hdr_send_sim_trans in nwk_trans.c, (null)
        network_fill_hdr_send_de_trans in nwk_trans.c, (null)
        rva_adjust_dynamic_vehicles in rva_adjust.c, (null)

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rva\_adjust\_static\_vehicles in rva\_adjust.c, (null)  
 rva\_smooth\_get\_new\_velocities in rva\_smooth.c, (null)  
 process\_known\_static in rva\_update.c, (null)  
 process\_unknown\_static in rva\_update.c, (null)  
 process\_known\_dynamic in rva\_update.c, (null)  
 process\_unknown\_dynamic in rva\_update.c, (null)  
 rva\_process\_update in rva\_update.c, (null)  
 simulation\_state\_machine in stt\_machine.c, (null)  
 io\_simul\_idle in niu\_io\_simul.c, (null)  
 keyboard\_simul in niu\_keybrd.c, (null)  
 lock\_on\_target\_vehicle in kato\_attach.c, IFDEF ODIN  
 veh\_spec\_startup in kato\_main.c, (null)  
 veh\_spec\_init in kato\_main.c, IFDEF ODIN  
 process\_visibility in kato\_network.c, (null)  
 cig\_failed\_fsm in kato\_status.c, (null)  
 process\_activate\_request in activate.c, (null)  
 process\_a\_packet in proc\_a\_pkt.c, (null)  
 send\_activate\_response in act\_rsp.c, (null)  
 format\_vehicle\_appearance in appearance.c, (null)  
 format\_stealth\_appearance in appearance.c, (null)  
 send\_exercise\_status\_pkt in ex\_status.c, (null)  
 send\_exercise\_status\_trans in ex\_status.c, (null)  
 network\_send\_missile\_appearance in missile.c, (null)  
 network\_fill\_hdr\_send\_sim\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_dc\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_mgmt\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_ivis\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_faad\_pkt in send\_dg\_pkt.c, (null)  
 send\_pt\_packet in send\_pt\_pkt.c, (null)  
 network\_fill\_hdr\_send\_sim\_rsp in send\_rsp.c, (null)  
 network\_fill\_hdr\_send\_dc\_rsp in send\_rsp.c, (null)  
 network\_fill\_hdr\_send\_sim\_trans in send\_trans.c, (null)  
 network\_fill\_hdr\_send\_dc\_trans in send\_trans.c, (null)  
 send\_simulation\_status\_pkt in sim\_status.c, (null)  
 send\_simulation\_status\_trans in sim\_status.c, (null)  
 send\_status\_response\_trans in stat\_rsp.c, (null)  
 send\_vehicle\_status\_in\_f\_\_ing\_multicast\_group\_zero in veh\_status.c, (null)  
 send\_vehicle\_status\_trans in veh\_status.c, (null)  
 het\_send\_packet in het\_send\_pkt.c, (null)  
 simulation\_state\_machine in main.c, (null)  
 obj\_adjust\_static\_objects in obj\_adjust.c, (null)  
 obj\_process\_object in obj\_storage.c, (null)  
 SbMilliseconds in sbcustom.c, (null)  
 FUNCTION: network\_set\_net\_layer(layer)  
     main in kato\_main.c, (null)  
 FUNCTION: network\_init()  
     calledBy:  
         simulation\_state\_machine in stt\_machine.c, (null)  
         network\_restart in net\_restart.c, (null)  
         simulation\_state\_machine in main.c, (null)  
 FUNCTION: network\_set\_network\_device(device)  
     calledBy:  
         main in niu\_main.c, (null)  
         main in kato\_main.c, IFDEF \_GT\_

```

FUNCTION: network_get_network_device()
    calledBy:
        print_help in niu_main.c, (null)
        network_restart in net_restart.c, (null)
FILE: network_test.c
FUNCTION: process_network_test(pkt)
    calledBy:
        do_protocol_on_diag_packet in proc_a_pkt.c, IF 0
FILE: not_open_net.c
FUNCTION: network_dont_really_open_up_ethernet()
    calledBy:
        main in niu_main.c, (null)
        main in kato_main.c, (null)
FILE: o_ind_fire.c
FUNCTION: process_indirect_fire(p)
    calledBy:
        do_protocol_on_sim_packet in proc_a_pkt.c, (null)
FILE: open_net.c
FUNCTION: network_really_open_up_ethernet()
FILE: print_stats.c
FUNCTION: network_print_statistics()
    calledBy:
        keyboard_simul in niu_keybrd.c, (null)
        veh_spec_exit in niu_main.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        veh_spec_exit in kato_main.c, (null)
FILE: print_vimp.c
FUNCTION: print_you_are_dead_msg(pkt)
FILE: proc_a_pkt.c
FUNCTION: (*process_pkt_fn)()
FUNCTION: set_process_pkt_fn(fn)
    calledBy:
        network_init in network_init.c, (null)
FUNCTION: do_protocol_on_catc_packet(pkt)
    calledBy:
        network_process_a_packet in nwk_pkt.c, IF 0
        process_a_packet in proc_a_pkt.c, IF 0
FUNCTION: do_protocol_on_diag_packet(pkt)
    calledBy:
        network_process_a_packet in nwk_pkt.c, IF 0
        process_a_packet in proc_a_pkt.c, IF 0
FUNCTION: do_protocol_on_mgmt_packet(pkt)
    calledBy:
        network_process_a_packet in nwk_pkt.c, IF 0
        process_a_packet in proc_a_pkt.c, (null)
FUNCTION: do_protocol_on_data_analysis_packet(pkt, exercise)
    calledBy:
        network_process_a_packet in nwk_pkt.c, IF 0
        process_a_packet in proc_a_pkt.c, (null)
FUNCTION: do_protocol_on_sim_packet(pkt)
    calledBy:
        network_process_a_packet in nwk_pkt.c, (null)
        process_a_packet in proc_a_pkt.c, (null)
FUNCTION: process_sim_transaction(pkt, originator, transID)

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calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, (null)  
process\_a\_packet in proc\_a\_pkt.c, (null)  
FUNCTION: process\_dc\_transaction(pkt, originator, tid, exercise)  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, IF 0  
process\_a\_packet in proc\_a\_pkt.c, (null)  
FUNCTION: reconstitute\_from\_keyboard()  
FUNCTION: process\_a\_packet()  
calledBy:  
NetworkService in network.c, (null)  
io\_simul in io\_simul.c, IFDEF\_GT\_  
io\_simul in io\_simul.c, IFNDEF\_GT\_  
io\_simul\_idle in io\_simul.c, (null)  
io\_simul in io\_simul.c, (null)  
io\_simul\_idle in io\_simul.c, (null)  
FILE: prot\_faad.c  
FUNCTION: do\_protocol\_on\_faad\_packet()  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, IF 0  
process\_a\_packet in proc\_a\_pkt.c, (null)  
FILE: prot\_ivis.c  
FUNCTION: do\_protocol\_on\_ivis\_packet()  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, IF 0  
process\_a\_packet in proc\_a\_pkt.c, IF 0  
FILE: prot\_laser.c  
FUNCTION: do\_protocol\_on\_laser\_packet()  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, IF 0  
process\_a\_packet in proc\_a\_pkt.c, IF 0  
FILE: prot\_stealth.c  
FUNCTION: do\_protocol\_on\_stealth\_packet()  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, IF 0  
process\_a\_packet in proc\_a\_pkt.c, (null)  
FILE: rad\_state.c  
FUNCTION: process\_radiating\_state(p)  
FILE: radiate.c  
FUNCTION: process\_radiate(pkt)  
calledBy:  
do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)  
FILE: rcv\_loc.c  
FILE: really.c  
FUNCTION: network\_can\_i\_really\_use\_network()  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, (null)  
network\_check\_veh\_appearance in nwk\_thresh.c, (null)  
network\_xmit in nwk\_xmit.c, (null)  
network\_xmit\_idle in nwk\_xmit.c, (null)  
simulation\_state\_machine in stt\_machine.c, (null)  
io\_simul in niu\_io\_simul.c, (null)  
io\_simul\_idle in niu\_io\_simul.c, (null)  
simulation\_state\_machine in main.c, (null)

FILE: repair.c  
FUNCTION: process\_repair(p, originator, tid)  
calledBy:  
    process\_sim\_transaction in proc\_a\_pkt.c, (null)

FILE: resupp\_canc.c  
FUNCTION: process\_resupply\_cancel(p)  
calledBy:  
    do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: resupp\_offer.c  
FUNCTION: process\_resupply\_offer(p)  
calledBy:  
    do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: resupp\_rcvd.c  
FUNCTION: process\_resupply\_received(p)  
calledBy:  
    do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: service\_req.c  
FUNCTION: process\_service\_request(p)  
calledBy:  
    do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

FILE: show\_effect.c  
FUNCTION: process\_show\_effect(pkt)  
calledBy:  
    do\_protocol\_on\_mgmt\_packet in nwk\_pkt.c, IF 0  
    do\_protocol\_on\_diag\_packet in proc\_a\_pkt.c, IF 0  
    do\_protocol\_on\_mgmt\_packet in proc\_a\_pkt.c, (null)

FILE: status\_query.c  
FUNCTION: process\_status\_query(pkt, exercise)  
calledBy:  
    do\_protocol\_on\_data\_analysis\_packet in nwk\_pkt.c, IF 0  
    do\_protocol\_on\_data\_analysis\_packet in proc\_a\_pkt.c, (null)  
FUNCTION: process\_query\_me(pkt, originator, tid, exercise)  
calledBy:  
    process\_dc\_transaction in nwk\_pkt.c, IF 0  
    process\_dc\_transaction in proc\_a\_pkt.c, (null)

FILE: tgt\_fire\_cmd.c  
FUNCTION: process\_target\_fire\_command(p)

FILE: tgt\_handoff.c  
FUNCTION: process\_target\_handoff\_eo(p)

FILE: tgt\_vis.c  
FUNCTION: process\_target\_visibility(p)

FILE: veh\_appear.c  
FUNCTION: process\_update(p)  
calledBy:  
    do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libSendNet

FILE: act\_rsp.c  
FUNCTION: send\_activate\_response(originator, tid)

calledBy:  
network\_use\_activation in use\_activ.c, (null)

FILE: activ\_params.c  
FUNCTION: network\_process\_activation\_parameters(status)  
calledBy:  
network\_process\_activate\_request in nwk\_activ.c, (null)  
network\_use\_activation in ause\_activ.c, (null)  
network\_use\_activation in use\_activ.c, (null)

FILE: activate.c  
FUNCTION: send\_activate\_pkt(addr)

FILE: amissile\_app.c  
FUNCTION: network\_missiles\_init(appear\_pkt)  
calledBy:  
network\_use\_activation in ause\_activ.c, (null)  
missile\_util\_comm\_init in util\_comm.c, (null)  
FUNCTION: network\_send\_missile\_appearance(eventID, chord\_start, chord\_end)  
calledBy:  
missile\_util\_comm\_fly\_missile in util\_comm.c, (null)  
FUNCTION: network\_stop\_missile\_flyout(eventID)  
calledBy:  
missile\_util\_comm\_stop\_missile in util\_comm.c, (null)  
missile\_util\_comm\_check\_detonate in util\_comm.c, (null)

FILE: appearar.ce.c  
FUNCTION: network\_scale\_veh\_size(scale\_factor)  
FUNCTION: format\_vehicle\_appearance(pkt)  
calledBy:  
network\_xmit in net\_xmit.c, (null)  
FUNCTION: format\_stealth\_appearance(pkt)  
calledBy:  
network\_xmit in kato\_network.c, (null)

FILE: ause\_activ.c  
FUNCTION: format\_db\_filename(database, name, version)  
calledBy:  
network\_use\_activation in ause\_activ.c, (null)  
network\_use\_activation in use\_activ.c, (null)  
FUNCTION: network\_use\_activation(pkt)  
calledBy:  
process\_activate\_request in activate.c, (null)

FILE: can\_send.c  
FUNCTION: network\_ok\_to\_send\_vehicle\_packets()  
calledBy:  
network\_can\_process\_packets in can\_rcv.c, (null)

FILE: cannot\_send.c  
FUNCTION: network\_not\_ok\_to\_send\_vehicle\_packets()  
calledBy:  
network\_cannot\_process\_packets in cannot\_rcv.c, (null)

FILE: citv\_event.c  
FUNCTION: network\_send\_citv\_event(citv\_off, citv\_cooling, citv\_search, citv\_ascan, citv\_glos, citv\_gps, designate\_pressed)

FILE: citv\_instr.c  
FUNCTION: network\_send\_citv\_instrumentation(citv\_state, designate\_pressed, citv\_mag, citv\_polarity, ascan\_left, ascan\_right, ascan\_rate, cmdr\_stack\_on, cmdr\_stack\_button, gnr\_stack\_on, gnr\_stack\_button)

FILE: citv\_orient.c

FUNCTION: network\_send\_citv\_orientation(azimuth, elevation)  
FILE: coll\_rsp.c  
FUNCTION: network\_send\_collision\_response(originator, tid)  
calledBy:  
process\_collision in collision.c, (null)  
FILE: collision.c  
FUNCTION: network\_send\_outta\_my\_way\_mf(eventID, the\_guy\_i\_hit)  
FILE: deact\_rsp.c  
FUNCTION: network\_send\_deactivate\_response(originator, tid)  
calledBy:  
process\_deactivate\_me in deactivate.c, (null)  
FILE: deactivate.c  
FUNCTION: send\_deactivate\_pkt(reason)  
calledBy:  
exit\_gracefully in main.c, (null)  
FILE: death\_status.c  
FUNCTION: network\_set\_death\_status(we\_are\_dead)  
calledBy:  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
fail\_reincarnation in f\_reincarn.c, (null)  
FUNCTION: network\_set\_smoking\_status(new\_smoke)  
calledBy:  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
fail\_reincarnation in f\_reincarn.c, (null)  
fail\_simul in f\_simul.c, (null)  
FUNCTION: network\_set\_burning\_status(new\_burn)  
calledBy:  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
fail\_reincarnation in f\_reincarn.c, (null)  
fail\_simul in f\_simul.c, (null)  
FUNCTION: network\_set\_commo\_kill(kill\_status)  
FUNCTION: network\_set\_mobility\_kill(kill\_status)  
FUNCTION: network\_set\_firepower\_kill(kill\_status)  
FILE: dust\_status.c  
FUNCTION: network\_set\_dust\_cloud(new\_cloud)  
FILE: event\_flag.c  
FUNCTION: network\_send\_event\_flag(va\_alist)  
FILE: ex\_status.c  
FUNCTION: send\_exercise\_status\_pkt(exercise)  
calledBy:  
network\_respond\_to\_query\_pkt in stat\_rsp.c, (null)  
FUNCTION: send\_exercise\_status\_trans(originator, tid, exercise)  
calledBy:  
network\_respond\_to\_query\_trans in stat\_rsp.c, (null)  
FILE: fuState.c  
FUNCTION: network\_send\_fire\_unit\_state(target\_id, fuState)  
FILE: get\_exer\_id.c  
FUNCTION: network\_get\_exercise\_id()  
calledBy:  
veh\_spec\_idle in kato\_main.c, (null)  
process\_visibility in kato\_network.c, (null)  
process\_activate\_request in activate.c, (null)  
can\_ignore in stat\_rsp.c, (null)  
FILE: get\_force.c



FUNCTION: network\_get\_vehicle\_force()

calledBy:

- can\_ignore in stat\_rsp.c, (null)
- add\_veh\_to\_cig\_msg in ADD\_veh2cig.c, (null)
- add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)
- msg\_adjust\_static\_vehicle in adj\_chg\_stat.c, (null)
- add\_dynamic\_veh\_to\_cig\_msg in adj\_otherveh.c, (null)
- cig\_msg\_append\_staticveh\_rem in app\_stat\_rm.c, (null)
- cig\_msg\_append\_staticveh\_state in app\_stat\_veh.c, (null)
- msg\_delete\_static\_vehicle in pre\_stat\_rm.c, (null)
- msg\_add\_static\_vehicle in pre\_stat\_veh.c, (null)
- obj\_process\_markers in obj\_markers.c, (null)

FILE: get\_guises.c

FUNCTION: network\_get\_vehicle\_guises()

FILE: get\_sim\_type.c

FUNCTION: network\_get\_simulator\_type()

calledBy:

- send\_equipment\_status in niu\_network.c, IFDEF notdef
- network\_send\_offer\_packet in resupp\_offer.c, (null)
- network\_send\_thank\_you\_packet in resupp\_rcvd.c, (null)
- network\_send\_feed\_me\_packet in service\_req.c, (null)
- send\_simulation\_status\_pkt in sim\_status.c, (null)
- send\_simulation\_status\_trans in sim\_status.c, (null)
- can\_ignore in stat\_rsp.c, (null)

FILE: get\_unit.c

FUNCTION: network\_get\_vehicle\_unit()

calledBy:

- can\_ignore in stat\_rsp.c, (null)

FILE: get\_veh\_app.c

FUNCTION: network\_get\_vehicle\_appearance()

FILE: get\_veh\_id.c

FUNCTION: network\_get\_vehicle\_id()

calledBy:

- process\_collision in collision.c, (null)
- do\_protocol\_on\_sim\_packet in proc\_a\_pkt.c, (null)
- format\_stealth\_appearance in appearance.c, (null)
- network\_send\_citv\_instrumentation in citv\_instr.c, (null)
- network\_send\_citv\_orientation in citv\_orient.c, (null)
- can\_ignore in stat\_rsp.c, (null)
- het\_send\_packet in het\_send\_pkt.c, (null)
- sad\_radar\_warning in way\_ed.c, (null)

FILE: get\_veh\_type.c

FUNCTION: network\_get\_vehicle\_type()

calledBy:

- network\_send\_offer\_packet in resupp\_offer.c, (null)
- network\_send\_thank\_you\_packet in resupp\_rcvd.c, (null)
- network\_send\_feed\_me\_packet in service\_req.c, (null)
- network\_init\_thresholds in thresh.c, (null)
- ldam\_check\_sensor\_blackout in het\_bo.c, (null)
- laserdam\_init in het\_dmg.c, (null)
- het\_toggle\_goggles in het\_goggles.c, (null)
- goggles\_on in het\_goggles.c, (null)
- goggles\_off in het\_goggles.c, (null)
- sunglasses\_effect in het\_goggles.c, (null)

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    het_init in het_kin.c, (null)
    keybrd_send_stamp_init_model in het_kin.c, (null)
    het_keybrd_send_ctas_grow_model in het_kin.c, (null)
    ldam_check_for_eye_damage in het_ldam.c, (null)
    ldam_check_failures in het_ldam.c, (null)
    ldam_draw_glare in het_vg.c, (null)
FILE: get_xmt_fail.c
    FUNCTION: net_xmt_failed()
        calledBy:
            monitor_status in kato_status.c, (null)
FILE: gnd_impact.c
    FUNCTION: network_send_ground_impact(eventID, ammo_type, detonator_type,
        quantity, rate, location, range)
        calledBy:
            process_msg_hit in kato_cig.c, IFDEF old
            process_msg_hit_return in proc_hit.c, (null)
FILE: irnp_rsp.c
    FUNCTION: network_send_impact_response(originator, tid)
        calledBy:
            process_hit_me in impact.c, (null)
FILE: irnp_impact.c
    FUNCTION: network_send_impact(eventID, ammo_type, detonator_type, quantity,
        rate, location, range, type_of_impact)
        calledBy:
            missile_util_comm_check_detonate in util_comm.c, (null)
FILE: irad_fire.c
FILE: laser_detect.c
    FUNCTION: network_send_laser_range(success, event_id, detecting_id, loc)
FILE: laser_fire.c
    FUNCTION: network_send_laser_range(event_id, target_id, power, type, laser_tip,
        laser_dir)
FILE: laser_range.c
    FUNCTION: network_send_laser_range(result, LRswitch, targetID, laser_tip,
        location, whichLaser)
FILE: laser_result.c
    FUNCTION: network_send_laser_range(event_id, gnr_state, cmdr_state)
FILE: ldam_scatoma.c
    FUNCTION: send_glare_and_scatoma_dam(defeat, glare, scatoma, alpha_eye2las,
        dist_eye, range_eye, alpha_sens2las, dist_sens, range_sens, goggles_on,
        sensr_burn, sensr_bloom, sensr_black)
        send_pkt_and_clear in het_stat.c, (null)
FILE: missile.c
    FUNCTION: network_missiles_init()
        calledBy:
            network_use_activation in ause_activ.c, (null)
            missile_util_comm_init in util_comm.c, (null)
    FUNCTION: network_send_missile_appearance(vehicle, chord_start, chord_end,
        orientation, velocity, guises)
        calledBy:
            missile_util_comm_fly_missile in util_comm.c, (null)
    FUNCTION: network_stop_missile_flyout(vehicle)
        calledBy:
            missile_util_comm_stop_missile in util_comm.c, (null)
            missile_util_comm_check_detonate in util_comm.c, (null)

```

FUNCTION: network\_send\_missile\_fire\_pkt(eventID, ammo\_type, detonator\_type, quantity, rate, targetType, targetID, muzzle, velocity, tube)  
calledBy:  
missile\_util\_comm\_fire\_missile in util\_comm.c, (null)

FILE: net\_xmit.c  
FUNCTION: need\_to\_send\_veh\_status()  
calledBy:  
ammo\_finished\_receiving in ammo.c, (null)  
fuel\_stop\_resupply in fuelsys.c, (null)  
ammo\_stop\_resupply in newammo.c, (null)

FUNCTION: network\_xmit()  
calledBy:  
net\_simul in net\_simul.c, (null)  
net\_simul in n\_net\_simul.c, (null)  
io\_simul in io\_simul.c, (null)  
io\_simul\_idle in io\_simul.c, (null)

FUNCTION: network\_xmit\_idle()  
calledBy:  
io\_simul\_idle in io\_simul.c, (null)  
io\_simul\_idle in niu\_io\_simul.c, (null)

FILE: non\_impact.c  
FUNCTION: network\_send\_non\_impact(eventID, ammo\_type)  
calledBy:  
missile\_util\_comm\_stop\_missile in util\_comm.c, (null)  
missile\_util\_comm\_check\_detonate in util\_comm.c, (null)  
process\_msg\_miss in proc\_miss.c, (null)

FILE: nprintf.c  
FUNCTION: nprintf(va\_alist)  
calledBy:  
controls\_simul in kato\_ctl\_fsm.c, (null)  
controls\_break\_controls in kato\_ctl\_fsm.c, (null)  
controls\_pil\_trigger\_1\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_1\_init in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_2\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trigger\_2\_init in kato\_ctl\_sim.c, (null)  
controls\_pil\_thumb\_lower\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trim\_check in kato\_ctl\_sim.c, (null)  
controls\_pil\_trim\_init in kato\_ctl\_sim.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
meter\_simul in kato\_meter.c, (null)  
ammo\_resupply\_receive\_simul in kato\_resupp.c, (null)  
resupply\_offer\_packet in kato\_resupp.c, (null)  
hard\_dead in kato\_status.c, IFNDEF USE\_SPACEBALL  
soft\_dead in kato\_status.c, (null)  
cig\_dead in kato\_status.c, (null)  
net\_dead in kato\_status.c, (null)  
ser\_dead in kato\_status.c, (null)  
dtad\_dead in kato\_status.c, (null)  
sound\_dead in kato\_status.c, (null)  
plus12\_dead in kato\_status.c, (null)  
minus12\_dead in kato\_status.c, (null)  
plus5\_dead in kato\_status.c, (null)  
network\_send\_missile\_appearance in missile.c, (null)  
network\_stop\_missile\_flyout in missile.c, (null)

cfail\_dir\_fire\_damages in c\_dir\_fire.c, (null)  
 cfail\_indirect\_fire\_damages in c\_ind\_fire.c, (null)  
 init\_indirect\_fire\_table in c\_init.c, (null)  
 init\_direct\_fire\_table in c\_init.c, (null)  
 cfail\_cdamage\_init in c\_init.c, (null)  
 fail\_break\_flag in f\_flags.c, IF 0  
 fail\_repair\_flag in f\_flags.c, IF 0  
 cfail\_dir\_fire\_damages in oc\_dir\_fire.c, IF 0  
 cfail\_get\_composite\_index in oc\_dir\_fire.c, IF 0  
 repair\_fix\_failure in repair.c, (null)  
 repair\_start\_self\_repair in repair.c, (null)  
 get\_curr\_condition in s\_curr\_cond.c, (null)  
 sfail\_init in s\_init.c, (null)  
 sfail\_get\_maint\_condition in s\_mnt\_cond.c, (null)  
 sfail\_maintenance\_condition in s\_mnt\_cond.c, (null)  
 kinematics\_simul in kin\_simul.c, (null)  
 resupply\_near\_ammunition\_receiver in resupp.c, (null)

FILE: position.c  
 FUNCTION: network\_set\_di\_position(position)

FILE: power\_supply.c  
 FUNCTION: send\_power\_supply\_pkt(power\_on\_status, subsys)

FILE: proj\_fire.c  
 FUNCTION: network\_send\_projectile\_fire\_pkt(eventID, ammo\_type, detonator\_type, quantity, muzzle, velocity)  
 calledBy:  
 missile\_util\_comm\_release\_submunition in util\_comm.c, (null)

FILE: prox\_impact.c  
 FUNCTION: network\_send\_prox\_impact(eventID, ammo\_type, detonator\_type, quantity, rate, location, range)

FILE: reloadReq.c  
 FUNCTION: network\_send\_reload\_request()

FILE: repaired.c  
 FUNCTION: send\_repaired\_pkt(supplierID, result, originator, tid)

FILE: resupp\_cancel.c  
 FUNCTION: network\_send\_cancel\_packet(supplierID)

FILE: resupp\_offer.c  
 FUNCTION: network\_send\_offer\_packet(receiverID, num\_munitions, munitions)  
 calledBy:  
 resupply\_feed\_me\_packet in resupp.c, (null)

FILE: resupp\_recvd.c  
 FUNCTION: network\_send\_thank\_you\_packet(supplierID, num\_munitions, munitions)  
 calledBy:  
 ammo\_receive\_loading\_state in kato\_resupp.c, (null)  
 ammo\_receive\_loading\_state in resupp.c, (null)  
 fuel\_receive\_loading\_state in resupp.c, (null)

FILE: send\_dg\_pkt.c  
 FUNCTION: fill\_simHdr(pdu, pduKind)  
 calledBy:  
 send\_activate\_response in act\_rsp.c, (null)  
 network\_fill\_hdr\_send\_sim\_pkt in send\_dg\_pkt.c, (null)  
 network\_fill\_hdr\_send\_sim\_rsp in send\_rsp.c, (null)  
 network\_fill\_hdr\_send\_sim\_trans in send\_trans.c, (null)  
 FUNCTION: fill\_mgmtHdr(pdu, pduKind)

```
calledBy:
    network_fill_hdr_send_mgmt_pkt in send_dg_pkt.c, (null)
FUNCTION: fill_ivisHdr(pdu, pduKind)
calledBy:
    network_fill_hdr_send_ivis_pkt in send_dg_pkt.c, (null)
FUNCTION: fill_faadHdr(pdu, pduKind)
calledBy:
    network_fill_hdr_send_faad_pkt in send_dg_pkt.c, (null)
FUNCTION: fill_dcHdr(pdu, pduKind)
calledBy:
    network_fill_hdr_send_dc_pkt in send_dg_pkt.c, (null)
    network_fill_hdr_send_dc_rsp in send_rsp.c, (null)
    network_fill_hdr_send_dc_trans in send_trans.c, (null)
    send_vehicle_status_in_f__ing_multicast_group_zero in veh_status.c, (null)
    send_vehicle_status_trans in veh_status.c, (null)
FUNCTION: network_fill_hdr_send_sim_pkt(pdu, pduSize, pduKind)
calledBy:
    network_send_deactivate_pkt in nwk_deact.c, (null)
    send_deactivate_pkt in deactivate.c, (null)
    network_send_ground_impact in gnd_impact.c, (null)
    network_send_impact in impact.c, (null)
    network_send_missile_appearance in missile.c, (null)
    network_stop_missile_flyout in missile.c, (null)
    network_send_missile_fire_pkt in missile.c, (null)
    network_send_non_impact in non_impact.c, (null)
    network_send_projectile_fire_pkt in proj_fire.c, (null)
    network_send_prox_impact in prox_impact.c, (null)
    network_send_offer_packet in resupp_offer.c, (null)
    network_send_thank_you_packet in resupp_recvd.c, (null)
    network_send_feed_me_packet in service_req.c, (null)
    network_send_shell_fire_pkt in shell_fire.c, (null)
    network_check_veh_appearance in thresh.c, (null)
    network_send_vehicle_impact_dg in veh_impact_dg.c, (null)
FUNCTION: network_fill_hdr_send_dc_pkt(pdu, pduSize, pduKind)
calledBy:
    network_send_laser_range in laser_range.c, (null)
    send_glare_and_scatoma_dam in ldam_scatoma.c, (null)
    network_send_status_change in stat_change.c, (null)
    send_vehicle_status in veh_status.c, (null)
    het_send_packet in het_send_pkt.c, (null)
FUNCTION: network_fill_hdr_send_mgmt_pkt(pdu, pduSize, pduKind)
calledBy:
    send_equipment_status in niu_network.c, IFDEF notdef
FUNCTION: network_fill_hdr_send_ivis_pkt(pdu, pduSize, pduKind)
calledBy:
    network_send_citv_instrumentation in citv_instr.c, (null)
    network_send_citv_orientation in citv_orient.c, (null)
FUNCTION: network_fill_hdr_send_faad_pkt(pdu, pduSize, pduKind)
calledBy:
    network_send_fire_unit_state in fuState.c, (null)
    network_send_reload_request in reloadReq.c, (null)
    network_send_target_disengage in targetDiseng.c, (null)
    network_send_target_engage in target_engag.c, (null)
FILE: send_loc.c
```

FILE: send\_pt\_pkt.c

FUNCTION: send\_pt\_packet(buf, pduSize, exerciseID, protocol, addr)

calledBy:

send\_attached\_packet in kato\_network.c, (null)  
send\_error\_packet in kato\_network.c, (null)  
network\_xmit in kato\_network.c, (null)

FILE: send\_rsp.c

FUNCTION: network\_fill\_hdr\_send\_sim\_rsp(pdu, size, kind, originator, tid, cache)

calledBy:

network\_send\_collision\_response in coll\_rsp.c, (null)  
network\_send\_deactivate\_response in deact\_rsp.c, (null)  
network\_send\_impact\_response in imp\_rsp.c, (null)  
send\_repaired\_pkt in repaired.c, (null)

FUNCTION: network\_fill\_hdr\_send\_dc\_rsp(pdu, size, kind, originator, cache)

FILE: send\_trans.c

FUNCTION: network\_fill\_hdr\_send\_sim\_trans(pdu, size, kind, respondent, callback, cparam, timeout, tparam)

calledBy:

send\_activate\_pkt in activate.c, (null)  
network\_send\_outta\_my\_way\_mf in collision.c, (null)  
network\_send\_vehicle\_impact in veh\_impact.c, (null)

FUNCTION: network\_fill\_hdr\_send\_dc\_trans(pdu, size, kind, respondent, callback, cparam, timeout, tparam)

FILE: service\_req.c

FUNCTION: network\_send\_feed\_me\_packet(supplierID, num\_munitions, munitions)

calledBy:

send\_feed\_me\_packets\_ammo\_carriers in kato\_resupp.c, (null)  
send\_feed\_me\_packets\_ammo\_carriers in resupp.c, (null)  
send\_feed\_me\_packets\_fuel\_carriers in resupp.c, (null)

FILE: set\_ex\_id.c

FUNCTION: network\_set\_exercise\_id(new\_id)

calledBy:

main in kato\_main.c, (null)  
process\_visibility in kato\_network.c, (null)  
process\_activate\_request in activate.c, (null)

FILE: set\_force.c

FUNCTION: network\_set\_force(force)

calledBy:

geopressed in kato\_geo.c, IFNDEF MASSCOMP  
keyboard\_simul in kato\_keybrd.c, (null)  
mypressed in kato\_sb.c, (null)

FILE: set\_guises.c

FUNCTION: network\_set\_vehicle\_guises(guises)

FILE: set\_sim\_type.c

FUNCTION: network\_set\_simulator\_type(type)

calledBy:

veh\_spec\_startup in kato\_main.c, (null)

FILE: set\_veh\_app.c

FUNCTION: network\_set\_vehicle\_appearance(new\_appearance)

FILE: set\_veh\_clas.c

FUNCTION: network\_set\_vehicle\_class(new\_class)

calledBy:

veh\_spec\_startup in kato\_main.c, (null)

FILE: set\_veh\_id.c

FUNCTION: network\_set\_vehicle\_id(new\_id)  
calledBy:  
network\_init in network\_init.c, (null)

FILE: set\_xmt\_fail.c  
FUNCTION: set\_xmt\_failed(state)  
calledBy:  
monitor\_status in kato\_status.c, (null)

FILE: shell\_fire.c  
FUNCTION: network\_send\_shell\_fire\_pkt(eventID, ammo\_type, detonator\_type, quantity, rate, targetType, targetID, muzzle, velocity, range, slew\_rate, ammoSelected)

FILE: show\_effect.c  
FUNCTION: network\_send\_show\_effect\_packet(position, effect\_type)

FILE: sim\_status.c  
FUNCTION: send\_simulation\_status\_pkt(exercise)  
calledBy:  
network\_respond\_to\_query\_pkt in stat\_rsp.c, (null)

FUNCTION: send\_simulation\_status\_trans(originator, tid, exercise)  
calledBy:  
network\_respond\_to\_query\_trans in stat\_rsp.c, (null)

FILE: spec\_appear.c  
FUNCTION: fill\_vehicle\_spec\_appearance(pkt)  
calledBy:  
format\_vehicle\_appearance in appearance.c, (null)  
format\_stealth\_appearance in appearance.c, (null)

FILE: spec\_status.c  
FUNCTION: fill\_vehicle\_spec\_status(pkt)  
calledBy:  
build\_vehicle\_status in veh\_status.c, (null)

FILE: stat\_change.c  
FUNCTION: network\_send\_status\_change(effect, cause, agentID, eventID, subsystem)  
calledBy:  
cfail\_check\_damages in c\_chk\_dam.c, (null)  
fail\_break\_system in f\_break\_sys.c, (null)  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
fail\_init in f\_init.c, (null)  
fail\_simul in f\_simul.c, (null)  
repair\_system\_is\_fixed in repair.c, (null)  
repair\_complete\_repair in repair.c, (null)  
repair\_all\_systems in repair.c, (null)  
sfail\_event\_occurred in s\_event.c, (null)

FILE: stat\_rsp.c  
FUNCTION: network\_respond\_to\_query\_trans(pkt, exercise, originator, tid)  
calledBy:  
process\_query\_me in status\_query.c, (null)

FUNCTION: network\_respond\_to\_query\_pkt(pkt, exercise)  
calledBy:  
process\_status\_query in status\_query.c, (null)

FUNCTION: can\_ignore(pkt, exercise)  
calledBy:  
network\_respond\_to\_query\_trans in stat\_rsp.c, (null)  
network\_respond\_to\_query\_pkt in stat\_rsp.c, (null)

FUNCTION: same\_unit(other, me)

calledBy:  
    can\_ignore in stat\_rsp.c, (null)  
FUNCTION: included\_unit(other, me)  
    calledBy:  
        can\_ignore in stat\_rsp.c, (null)  
FUNCTION: including\_unit(other, me)  
    calledBy:  
        can\_ignore in stat\_rsp.c, (null)  
FUNCTION: send\_status\_response\_trans(result, originator, tid, exercise)  
    calledBy:  
        network\_respond\_to\_query\_trans in stat\_rsp.c, (null)  
FILE: targetDiseng.c  
    FUNCTION: network\_send\_target\_disengage(veh\_id)  
FILE: target\_engag.c  
    FUNCTION: network\_send\_target\_engage(veh\_id)  
FILE: thresh.c  
    FUNCTION: v\_pkt\_verbose\_mode()  
    FUNCTION: network\_stop\_sending\_app()  
    FUNCTION: network\_restart\_sending\_app()  
    FUNCTION: network\_check\_veh\_appearance(pdu)  
    calledBy:  
        network\_xmit in nwk\_xmit.c, (null)  
        network\_xmit in net\_xmit.c, (null)  
    FUNCTION: network\_init\_thresholds(thresh\_file)  
    calledBy:  
        app\_init in niu\_network.c, (null)  
FILE: tow\_status.c  
    FUNCTION: network\_tow\_launcher\_up()  
    FUNCTION: network\_tow\_launcher\_down()  
FILE: use\_activ.c  
    FUNCTION: format\_db\_filename(database, name, version)  
    calledBy:  
        network\_use\_activation in ause\_activ.c, (null)  
        network\_use\_activation in use\_activ.c, (null)  
    FUNCTION: network\_use\_activation(pkt, originator, tid)  
    calledBy:  
        process\_activate\_request in activate.c, (null)  
FILE: veh\_impact.c  
    FUNCTION: network\_send\_vehicle\_impact(eventID, ammo\_type, detonator\_type,  
        quantity, rate, vehicle\_struck, object\_tag, chord\_start, chord\_end, location,  
        range)  
    calledBy:  
        process\_msg\_hit in kato\_cig.c, IFDEF old  
        missile\_util\_comm\_check\_detonate in util\_comm.c, (null)  
        missile\_util\_comm\_check\_sub\_mun in util\_comm.c, (null)  
        process\_msg\_hit\_return in proc\_hit.c, (null)  
FILE: veh\_impact\_dg.c  
    FUNCTION: network\_send\_vehicle\_impact\_dg(eventID, ammo\_type, detonator\_type,  
        quantity, rate, vehicle\_struck, object\_tag, chord\_start, chord\_end, location,  
        range)  
FILE: veh\_status.c  
    FUNCTION: send\_vehicle\_status()  
    calledBy:  
        network\_xmit in nwk\_xmit.c, (null)

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network\_xmit in net\_xmit.c, (null)  
 network\_respond\_to\_query\_pkt in stat\_rsp.c, (null)  
 FUNCTION: send\_vehicle\_status\_in\_f\_\_ing\_multicast\_group\_zero()  
 calledBy:  
 network\_respond\_to\_query\_pkt in stat\_rsp.c, (null)  
 FUNCTION: send\_vehicle\_status\_trans(originator, tid, exercise)  
 calledBy:  
 network\_respond\_to\_query\_trans in stat\_rsp.c, (null)  
 FUNCTION: build\_vehicle\_status(pkt)  
 calledBy:  
 send\_vehicle\_status in veh\_status.c, (null)  
 send\_vehicle\_status\_in\_f\_\_ing\_multicast\_group\_zero in veh\_status.c, (null)  
 send\_vehicle\_status\_trans in veh\_status.c, (null)

# **DIRECTORY: ./gt/vehicle/libsrc/libaero**

FILE: aero\_calc.c

FUNCTION: aero\_calc(vel, plane\_num, unit\_lift\_vec, unit\_drag\_vec)

FILE: parameters.c

FUNCTION: parameters\_calc()

FUNCTION: orientation\_calc()

calledBy:

kato\_simul in kato\_simul.c, (null)

FUNCTION: attack\_angle\_sin()

FUNCTION: attack\_angle\_cos()

FUNCTION: slip\_angle\_sin()

FUNCTION: slip\_angle\_cos()

FUNCTION: pitch\_angle()

FUNCTION: pitch\_angle\_sin()

FUNCTION: pitch\_angle\_cos()

FUNCTION: roll\_angle()

FUNCTION: roll\_angle\_sin()

FUNCTION: roll\_angle\_cos()

FUNCTION: heading\_angle()

calledBy:

cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN

controller\_velocity\_control in kato\_control.c, (null)

controller\_f18\_control in kato\_control.c, IFDEF ODIN

controller\_a6\_control in kato\_control.c, IFDEF ODIN

controller\_a10\_control in kato\_control.c, IFDEF ODIN

controller\_velocity\_attach in kato\_control.c, (null)

controller\_orbit\_attach in kato\_control.c, (null)

controller\_world\_velocity\_attach in kato\_control.c, (null)

controller\_mimic\_driver in kato\_control.c, (null)

controller\_mimic\_gunner in kato\_control.c, (null)

controller\_terrain\_follow in kato\_control.c, (null)

controls\_draw\_heading\_indicators in kato\_ctl\_nls.c, (null)

FUNCTION: heading\_angle\_sin()

calledBy:

ground\_frame\_calc in ground.c, (null)

sad\_simul in old\_way\_ed.c, (null)

FUNCTION: heading\_angle\_cos()

calledBy:

ground\_frame\_calc in ground.c, (null)

sad\_simul in old\_way\_ed.c, (null)

FUNCTION: vert\_speed()

FILE: range.c

FUNCTION: kinematics\_range\_squared(out\_kinemat, p2)

calledBy:

process\_msg\_hit in kato\_cig.c, IFDEF old

process\_fire in fire.c, (null)

process\_indirect\_fire in indir\_fire.c, (null)

process\_indirect\_fire in o\_ind\_fire.c, (null)

process\_show\_effect in show\_effect.c, (null)

missile\_hellfire\_fly in miss\_hellfr.c, (null)

missile\_stinger\_fly in miss\_stinger.c, (null)

missile\_tow\_fly in miss\_tow.c, (null)

missile\_util\_comm\_fly\_missile in util\_comm.c, (null)

missile\_util\_comm\_check\_detonate in util\_comm.c, (null)

missile\_util\_comm\_check\_sub\_mun in util\_comm.c, (null)

missile\_util\_comm\_release\_sub\_munition in util\_comm.c, (null)

process\_msg\_hit\_return in proc\_hit.c, (null)

**DIRECTORY: ./gt/vehicle/libsrc/libair**

FILE: air\_eo.c

FUNCTION: eo\_is\_power\_on()

FUNCTION: eo\_is\_eo\_locked()

FUNCTION: eo\_is\_datv\_on()

FUNCTION: eo\_is\_hi\_mag\_on()

FUNCTION: eo\_is\_flir\_white\_hot()

FUNCTION: eo\_target\_not\_locked()

FUNCTION: eo\_target\_locked()

FUNCTION: eo\_flir\_white\_hot()

FUNCTION: eo\_flir\_black\_hot()

FUNCTION: eo\_init(tv\_lo\_mag)

FUNCTION: eo\_stop(no\_sight)

FUNCTION: eo\_toggle\_view(tv\_lo\_mag, tv\_hi\_mag, flir\_lo\_mag, flir\_hi\_mag)

**DIRECTORY: ./gt/vehicle/libsrc/libball**

FILE: ball\_calc.c

FUNCTION: ballistics\_calc\_time(xb\_coefficients, yb\_coefficients, desired\_range)

calledBy:

ballistics\_calc\_se in ball\_calc.c, (null)

FUNCTION: ballistics\_calc\_se(xb\_coefficients, yb\_coefficients, range)

FILE: ball\_fire.c

FUNCTION: ballistics\_fire\_a\_round(ammo, gun\_position, gun\_velocity,  
gun\_to\_world, tracer\_lit, round\_id)

FILE: ball\_load.c

FUNCTION: eof(fp)

calledBy:

read\_firing\_table in genbal.c, (null)

ballistics\_load\_trajectory\_file in ball\_load.c, IFNDEF\_GT\_

missile\_util\_load\_ball\_traj\_file in util\_ball.c, IFNDEF\_GT\_

FUNCTION: exchange\_buffers()

calledBy:

ballistics\_load\_trajectory\_file in ball\_load.c, IFDEF\_GT\_

ballistics\_load\_trajectory\_file in ball\_load.c, IFNDEF\_GT\_

ballistics\_load\_trajectory\_file in ball\_load.c, (null)  
FUNCTION: ballistics\_load\_trajectory\_file(file, ammo\_type, trajectory\_index)  
FUNCTION: ballistics\_load\_parameter\_file(file, yb\_coeff, zb\_coeff)  
calledBy:  
missile\_util\_load\_ball\_param\_file in util\_ball.c, (null)  
FILE: ball\_orient.c  
FUNCTION: ballistics\_calc\_azm\_elev(m)  
**DIRECTORY: ./gt/vehicle/libsrc/libbigwh**  
FILE: bigwh\_init.c  
FUNCTION: bigwheel\_uninit(out\_bigwh)  
calledBy:  
bigwheel\_init in bigwh\_init.c, (null)  
hull\_uninit in hull\_init.c, (null)  
FUNCTION: bigwheel\_init(out\_bigwheel, out\_suspension, out\_terrain)  
calledBy:  
kinematics\_init in kin\_init.c, (null)  
FILE: calc\_u\_norm.c  
FUNCTION: bigwheel\_calc\_unit\_normal(wheels, result)  
calledBy:  
bigwheel\_init\_support\_plane in init\_suppt.c, (null)  
bigwheel\_set\_support\_plane in set\_suppt.c, (null)  
FILE: chk\_coll.c  
FUNCTION: collision\_left\_collision(out\_bigwheel)  
FUNCTION: collision\_right\_collision(out\_bigwheel)  
FUNCTION: collision\_rear\_collision(out\_bigwheel)  
FILE: coll\_init.c  
FUNCTION: collision\_init(out\_bigwheel, failure\_rtn)  
FILE: coll\_vehicle.c  
FUNCTION: collision\_simul(list\_of\_vehs, number\_of\_vehs)  
FILE: collision.c  
FUNCTION: collision\_check\_veh\_coll\_at(out\_bigwheel, confirmed\_hit, veh\_id)  
calledBy:  
process\_collision in collision.c, (null)  
collision\_simul in coll\_vehicle.c, (null)  
FUNCTION: collision\_cleared(loc\_bigwh, coll\_dir, cause)  
calledBy:  
collision\_simul in coll\_vehicle.c, (null)  
collision\_check\_veh\_coll\_at in collision.c, (null)  
reg\_gnd\_wheel in set\_suppt.c, (null)  
FUNCTION: collision\_detected(loc\_bigwh, coll\_dir, cause, ground)  
calledBy:  
collision\_check\_veh\_coll\_at in collision.c, (null)  
reg\_gnd\_wheel in set\_suppt.c, (null)  
FUNCTION: collision\_forget\_about(out\_bigwheel, veh\_id)  
FUNCTION: collision\_clear\_veh\_collisions(out\_bigwheel)  
calledBy:  
collision\_simul in coll\_vehicle.c, (null)  
FILE: init\_suppt.c  
FUNCTION: bigwheel\_init\_support\_plane(out\_bigwheel, h\_to\_w, h\_to\_o, u\_norm)  
calledBy:  
kinematics\_simul in kin\_simul.c, (null)  
kinematics\_vehicle\_init in veh\_init.c, (null)

FUNCTION: bigwh\_init\_height(loc\_bigwh, wheel\_num, h\_to\_o, h\_to\_w)  
     calledBy:  
         bigwheel\_init\_support\_plane in init\_suppt.c, (null)  
 FILE: set\_suppt.c  
 FUNCTION: bigwheel\_set\_support\_plane(out\_bigwheel, h\_to\_w, h\_to\_o, u\_norm)  
     calledBy:  
         kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)  
 FUNCTION: reg\_gnd\_wheel(loc\_bigwh, wheel\_num, h\_to\_w, h\_to\_o, track\_offset)  
     calledBy:  
         bigwheel\_set\_support\_plane in set\_suppt.c, (null)  
 FUNCTION: get\_height\_under\_wheel(loc\_bigwh, wheel\_num, h\_to\_w, h\_to\_o)  
     calledBy:  
         reg\_gnd\_wheel in set\_suppt.c, (null)  
 FILE: sqr\_range.c  
 FUNCTION: compute\_sqr\_range(v1, v2)  
     calledBy:  
         collision\_check\_veh\_coll\_at in collision.c, (null)  
 FILE: tracks\_stat.c  
 FUNCTION: bigwheel\_left\_track\_broken(out\_bigwheel)  
 FUNCTION: bigwheel\_right\_track\_broken(out\_bigwheel)  
 FUNCTION: bigwheel\_repair\_tracks(out\_bigwheel)  
 FILE: veh\_init.c  
 FUNCTION: bigwheel\_veh\_init(out\_bigwheel, rear, left, right, collisions\_permitted,  
     thr\_tr\_disp, wall\_height)

**DIRECTORY: ./gt/vehicle/libsrc/libcig**  
 FILE: Ocig\_stop.c  
     FUNCTION: cig\_stop()  
         calledBy:  
             simulation\_state\_machine in main.c, (null)  
 FILE: check\_sizes.c  
     FUNCTION: check\_buffer\_sizes(num)  
         calledBy:  
             cig\_prepare in cig\_prepare.c, IFDEF SIMBFLY  
             cig\_prepare in cig\_prepare.c, IFNDEF SIMBFLY  
 FILE: cig\_get\_db.c  
     FUNCTION: cig\_get\_db()  
 FILE: cig\_if\_dev.c  
     FUNCTION: cig\_set\_interface(dev)  
 FILE: cig\_local.c  
 FILE: cig\_no\_op.c  
     FUNCTION: cig\_prepare\_no\_op()  
         calledBy:  
             io\_simul\_idle in io\_simul.c, (null)  
 FILE: cig\_nuse\_gra.c  
     FUNCTION: cig\_not\_using\_graphics()  
         calledBy:  
             main in kato\_main.c, (null)  
             cig\_prepare in cig\_prepare.c, IFDEF SIMBFLY  
 FILE: cig\_prepare.c  
     FUNCTION: cig\_prepare(ok\_to\_print)  
         calledBy:  
             cigutil\_start in util.c, (null)

simulation\_state\_machine in main.c, (null)

FILE: cig\_proc\_buf.c

FUNCTION: cig\_process\_buffer()

calledBy:

- io\_simul in io\_simul.c, IFDEF GT\_
- io\_simul in io\_simul.c, IFNDEF GT\_
- io\_simul in io\_simul.c, (null)

FILE: cig\_r\_start.c

FUNCTION: use\_print\_checkb()

FUNCTION: set\_ded\_name(name, subsys\_id)

calledBy:

- main in kato\_main.c, (null)
- main\_process\_pars\_arg in read\_pars.c, (null)

FUNCTION: cig\_reconfig\_start()

FUNCTION: cig\_start()

FUNCTION: cig\_set\_number\_subsystems(num)

calledBy:

- main\_process\_pars\_arg in read\_pars.c, (null)

FILE: cig\_rcv\_buf.c

FUNCTION: cig\_receive\_buffer()

calledBy:

- io\_simul in io\_simul.c, IFDEF GT\_
- io\_simul in io\_simul.c, IFNDEF GT\_
- io\_simul\_idle in io\_simul.c, (null)
- cigdownl in cigdownl.c, (null)
- cigls in cigls.c, (null)
- cigmv in cigmv.c, (null)
- cigrm in cigrm.c, (null)
- cigupl in cigupl.c, (null)
- get\_cigfile\_size in cigupl.c, (null)
- setup\_to\_upload in cigupl.c, (null)
- cigutil\_file\_xfer\_setup in util.c, (null)
- cigutil\_last\_write in util.c, (null)
- cigutil\_change\_buf\_sizes in util.c, (null)
- exchange\_buffers in ball\_load.c, (null)
- cig\_stop in Ocig\_stop.c, (null)
- cig\_stop in Ocig\_stop.c, IFNDEF DEF\_71
- cig\_stop in Ocig\_stop.c, (null)
- cig\_reconfig\_start in cig\_r\_start.c, (null)
- cig\_stop in cig\_stop.c, (null)
- cig\_stop in cig\_stop.c, IFNDEF DEF\_71, IFDEF notdef
- cig\_stop in cig\_stop.c, (null)
- cig\_synchronize in cig\_sync.c, (null)
- send\_buffer in config\_read.c, (null)

FILE: cig\_send\_buf.c

FUNCTION: cig\_send\_buffer()

calledBy:

- io\_simul in io\_simul.c, IFDEF GT\_
- io\_simul in io\_simul.c, IFNDEF GT\_
- io\_simul\_idle in io\_simul.c, (null)
- net\_simul in net\_simul.c, IFDEF SIMBFLY
- net\_simul in net\_simul.c, IFNDEF SIMBFLY
- cigdownl in cigdownl.c, (null)
- cigls in cigls.c, (null)

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cigmv in cigmv.c, (null)
cigrm in cigrm.c, (null)
cigupl in cigupl.c, (null)
get_cigfile_size in cigupl.c, (null)
setup_to_upload in cigupl.c, (null)
cigutil_file_xfer_setup in util.c, (null)
cigutil_last_write in util.c, (null)
cigutil_change_buf_sizes in util.c, (null)
exchange_buffers in ball_load.c, (null)
cig_stop in Ocig_stop.c, (null)
cig_stop in Ocig_stop.c, IFNDEF DEF_71
cig_stop in Ocig_stop.c, (null)
cig_reconfig_start in cig_r_start.c, (null)
cig_stop in cig_stop.c, (null)
cig_stop in cig_stop.c, IFNDEF DEF_71, IFDEF notdef
cig_stop in cig_stop.c, (null)
cig_synchronize in cig_sync.c, (null)
send_buffer in config_read.c, (null)
FUNCTION: cig_kickoff_dr_transfer(cig_transfers)
    calledBy:
        cig_send_buffer in cig_send_buf.c, (null)
FUNCTION: cig_poll_dr_transfer()
    calledBy:
        cig_send_buffer in cig_send_buf.c, (null)
FUNCTION: cig_setup_dr_transfer()
    calledBy:
        cig_send_buffer in cig_send_buf.c, (null)
FILE: cig_set_conf.c
    FUNCTION: cig_setup_configuration()
        calledBy:
            cig_reconfig_start in cig_r_start.c, (null)
FILE: cig_stop.c
    FUNCTION: cig_stop()
        calledBy:
            simulation_state_machine in main.c, (null)
FILE: cig_sync.c
    FUNCTION: cig_synchronize(ok_to_print)
        calledBy:
            cigutil_start in util.c, (null)
            simulation_state_machine in main.c, (null)
FILE: cig_uninit.c
    FUNCTION: cig_uninit(ok_to_print)
        calledBy:
            main in main.c, (null)
            simulation_state_machine in main.c, (null)
FILE: cig_use_gra.c
    FUNCTION: cig_using_graphics()
FILE: db_override.c
    FUNCTION: cig_use_database_override_named(db_name, subsys_id)
        calledBy:
            main in kato_main.c, (null)
            main_process_pars_arg in read_pars.c, (null)
FILE: get_cig2.c
    FUNCTION: get_cig2_present()

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calledBy:  
  io\_simul in io\_simul.c, IFDEF GT\_  
  io\_simul in io\_simul.c, IFNDEF GT\_  
  net\_simul in net\_simul.c, (null)  
  cig\_reconfig\_start in cig\_r\_start.c, (null)  
FILE: get\_gstatus.c  
  FUNCTION: cig\_get\_graphics\_status()  
FILE: get\_i\_sizes.c  
  FUNCTION: get\_initial\_sizes(init\_send, init\_rcv)  
    calledBy:  
      cigutil\_last\_write in util.c, (null)  
FILE: get\_max.c  
  FUNCTION: get\_max\_buffer\_sizes(bnum, send, rcv)  
    calledBy:  
      cigutil\_change\_buf\_sizes in util.c, (null)  
FILE: get\_r\_size.c  
  FUNCTION: get\_receive\_size()  
    calledBy:  
      cig\_receive\_buffer in cig\_rcv\_buf.c, IFNDEF DEF\_71  
FILE: get\_rcv\_buf.c  
  FUNCTION: get\_receive\_buffer(cig\_num)  
    calledBy:  
      cig\_receive\_buffer in cig\_rcv\_buf.c, IFNDEF DEF\_71  
      cig\_receive\_buffer in cig\_rcv\_buf.c, IFDEF DEF\_71  
      cig\_receive\_buffer in cig\_rcv\_buf.c, IFNDEF DEF\_71  
      cig\_receive\_buffer in cig\_rcv\_buf.c, IFDEF DEF\_71  
FILE: get\_s\_size.c  
  FUNCTION: get\_send\_size()  
    calledBy:  
      kludge\_fcn in kato\_nlos.c, (null)  
      cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFNDEF DEF\_71  
      cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFNDEF DEF\_71  
      cig\_msg\_append\_end in app\_end.c, (null)  
      append\_msg\_hdr in app\_msg\_hdr.c, (null)  
      prepend\_msg\_hdr in pre\_msg\_hdr.c, (null)  
      cig\_msg\_prepend\_overall\_header in pre\_overall.c, (null)  
FILE: not\_prep\_buf.c  
  FUNCTION: cig\_not\_ok\_to\_prepare\_buffer()  
    calledBy:  
      cig\_prepare\_buffer in kato\_cig.c, (null)  
FILE: not\_proc\_buf.c  
  FUNCTION: cig\_not\_ok\_to\_process\_buffer()  
    calledBy:  
      cig\_process\_buffer in cig\_proc\_buf.c, (null)  
FILE: send\_status.c  
  FUNCTION: get\_send\_status()  
    calledBy:  
      net\_simul in net\_simul.c, (null)  
      cig\_stop in Ocig\_stop.c, (null)  
      cig\_stop in cig\_stop.c, (null)  
      cig\_synchronize in cig\_sync.c, (null)  
  FUNCTION: set\_send\_status(s)  
    calledBy:  
      cig\_send\_buffer in cig\_send\_buf.c, (null)

FILE: set\_cig\_dev.c

FUNCTION: set\_cig\_dev(cig\_num, dev\_num)

calledBy:

main in main.c, (null)

cigutil\_setup in util.c, IFDEF SIMBFLY

main in kato\_main.c, (null)

FILE: set\_i\_sizes.c

FUNCTION: set\_initial\_sizes(init\_send, init\_recv)

calledBy:

main in main.c, (null)

FILE: set\_my\_if.c

FUNCTION: set\_my\_if(i\_num)

FILE: set\_req\_recv.c

FUNCTION: set\_request\_receive\_size(req\_size)

calledBy:

cigutil\_change\_buf\_sizes in util.c, (null)

main in kato\_main.c, (null)

FILE: set\_req\_send.c

FUNCTION: set\_request\_send\_size(req\_size)

calledBy:

cigutil\_change\_buf\_sizes in util.c, (null)

main in kato\_main.c, (null)

FILE: set\_s\_flag.c

FUNCTION: set\_use\_requested\_flag(bool)

calledBy:

cigutil\_last\_write in util.c, (null)

cigutil\_change\_buf\_sizes in util.c, (null)

FILE: setup\_buf.c

FUNCTION: setup\_buffer\_ptrs(num, buf)

calledBy:

cig\_prepare in cig\_prepare.c, IFDEF SIMBFLY

cig\_prepare in cig\_prepare.c, IFNDEF SIMBFLY

FILE: use\_db\_named.c

FUNCTION: cig\_use\_database\_named(db\_name)

calledBy:

network\_use\_activation in ause\_activ.c, (null)

network\_use\_activation in use\_activ.c, (null)

**DIRECTORY: ./gt/vehicle/libsrc/libdyn**

FILE: calc\_inert.c

FUNCTION: dynamics\_calc\_inertial\_forces(massP, w, v, T, R)

calledBy:

vehicle\_update in libupdate.c, (null)

FILE: calc\_u.c

FUNCTION: dynamics\_calc\_u(alpha, a, w, v)

calledBy:

vehicle\_update in libupdate.c, (null)

FILE: calc\_udot.c

FUNCTION: dynamics\_calc\_udot(massP, T, R, alpha, a)

calledBy:

vehicle\_update in libupdate.c, (null)

FILE: filter.c

FUNCTION: dynamics\_filter\_init()



calledBy:  
     suspension\_init in susp\_init.c, (null)  
 FUNCTION: dynamics\_filter\_open(filterP, zeta, wn, limit, init, timinc)  
 calledBy:  
     suspension\_veh\_init in veh\_init.c, (null)  
 FUNCTION: dynamics\_filter\_update(fP, in, in2)  
 calledBy:  
     suspension in susp\_simul.c, (null)  
 FILE: init.c  
 FUNCTION: dynamics\_init(massP, Mass, I)  
 calledBy:  
     vehicle\_mass\_init in libupdate.c, (null)  
 FUNCTION: dump\_mass(massP)  
 FILE: lag.c  
 FUNCTION: first\_order\_lag(present\_x, target\_x, time\_constant)

**DIRECTORY: ./gt/vehicle/libsrc/libfail**

FILE: c\_chk\_dam.c  
 FUNCTION: cfail\_check\_damages(damage\_list, agent\_id, event\_id, cause, hit\_msg, damage\_file\_index)  
 calledBy:  
     cfail\_dir\_fire\_damages in c\_dir\_fire.c, (null)  
     cfail\_indirect\_fire\_damages in c\_ind\_fire.c, (null)  
     cfail\_dir\_fire\_damages in oc\_dir\_fire.c, IF 0  
 FUNCTION: cfail\_check\_damages(damage\_list, damage\_file\_index, hit\_msg, cause)  
 calledBy:  
     cfail\_dir\_fire\_damages in c\_dir\_fire.c, (null)  
     cfail\_indirect\_fire\_damages in c\_ind\_fire.c, (null)  
     cfail\_dir\_fire\_damages in oc\_dir\_fire.c, IF 0  
 FILE: c\_debug.c  
 FUNCTION: cfail\_debug\_on()  
 calledBy:  
     cfail\_debug\_toggle in c\_debug.c, (null)  
 FUNCTION: cfail\_debug\_off()  
 calledBy:  
     cfail\_debug\_toggle in c\_debug.c, (null)  
 FUNCTION: cfail\_debug\_toggle()  
 FUNCTION: cfail\_debug\_enabled()  
 FUNCTION: sfail\_debug\_on()  
 called  
     sfail\_debug\_toggle in c\_debug.c, (null)  
 FUNCTION: sfail\_debug\_off()  
 calledBy:  
     sfail\_debug\_toggle in c\_debug.c, (null)  
 FUNCTION: sfail\_debug\_toggle()  
 FUNCTION: sfail\_debug\_enabled()  
 FUNCTION: fail\_print\_debug\_on()  
 calledBy:  
     fail\_print\_debug\_toggle in c\_debug.c, (null)  
 FUNCTION: fail\_print\_debug\_off()  
 calledBy:  
     fail\_print\_debug\_toggle in c\_debug.c, (null)  
 FUNCTION: fail\_print\_debug\_toggle()

FUNCTION: fail\_print\_enabled()  
FILE: c\_dir\_fire.c  
FUNCTION: cfail\_dir\_fire\_damages(hit\_msg, ammo\_type)  
FUNCTION: cfail\_get\_composite\_index(hit\_msg)  
    calledBy:  
        cfail\_dir\_fire\_damages in c\_dir\_fire.c, (null)  
        cfail\_dir\_fire\_damages in oc\_dir\_fire.c, IF 0  
FUNCTION: cfail\_compute\_impact\_incidence\_angle(trajjectory)  
    calledBy:  
        cfail\_get\_composite\_index in c\_dir\_fire.c, (null)  
FUNCTION: cfail\_compute\_side\_hit(impact, incidence\_angle)  
    calledBy:  
        cfail\_get\_composite\_index in c\_dir\_fire.c, (null)  
FUNCTION: normalize\_x(x\_pos)  
    calledBy:  
        cfail\_compute\_side\_hit in c\_dir\_fire.c, (null)  
FUNCTION: normalize\_y(y\_pos)  
    calledBy:  
        cfail\_compute\_side\_hit in c\_dir\_fire.c, (null)  
FUNCTION: compute\_incidence\_from\_back(incidence\_angle)  
    calledBy:  
        cfail\_compute\_side\_hit in c\_dir\_fire.c, (null)  
        compute\_incidence\_from\_left in c\_dir\_fire.c, (null)  
        compute\_incidence\_from\_right in c\_dir\_fire.c, (null)  
FUNCTION: compute\_incidence\_from\_front(incidence\_angle)  
    calledBy:  
        cfail\_compute\_side\_hit in c\_dir\_fire.c, (null)  
FUNCTION: compute\_incidence\_from\_left(incidence\_angle)  
    calledBy:  
        cfail\_compute\_side\_hit in c\_dir\_fire.c, (null)  
FUNCTION: compute\_incidence\_from\_right(incidence\_angle)  
    calledBy:  
        cfail\_compute\_side\_hit in c\_dir\_fire.c, (null)  
FILE: c\_ind\_fire.c  
FUNCTION: cfail\_indirect\_fire\_damages(ammo\_type, detonator, shot, range\_sqrd,  
    h\_to\_o, w\_to\_h)  
    calledBy:  
        process\_indirect\_fire in o\_ind\_fire.c, (null)  
FUNCTION: cfail\_get\_indirect\_index(ammo, detonator, range\_sqrd, ranges, hit\_pos)  
    calledBy:  
        cfail\_indirect\_fire\_damages in c\_ind\_fire.c, (null)  
FILE: c\_init.c  
FUNCTION: cfail\_init(cd\_file\_root)  
FUNCTION: cfail\_read\_damage\_file(damage\_file\_suffix, ammo\_map\_index,  
    damage\_file\_type)  
    calledBy:  
        map\_get\_damage\_files in damage.c, (null)  
FUNCTION: init\_indirect\_fire\_table(ammo\_fp, ammo\_type, ammo\_file)  
    calledBy:  
        cfail\_read\_damage\_file in c\_init.c, (null)  
FUNCTION: init\_direct\_fire\_table(ammo\_fp, ammo\_type, ammo\_file)  
    calledBy:  
        cfail\_read\_damage\_file in c\_init.c, (null)  
FUNCTION: cfail\_cdamage\_init(ammo\_fp, ammo\_type, damage\_array, table\_size)

calledBy:  
init\_indirect\_fire\_table in c\_init.c, (null)  
init\_direct\_fire\_table in c\_init.c, (null)  
FILE: cfail\_loc.c  
FILE: f\_break\_sys.c  
FUNCTION: fail\_break\_system(agent\_id, cause, system\_num)  
calledBy:  
failure\_check\_mine\_damage in f\_mine\_dam.c, (null)  
FUNCTION: fail\_system\_is\_broken(system\_num)  
calledBy:  
cfail\_check\_damages in c\_chk\_dam.c, (null)  
fail\_break\_system in f\_break\_sys.c, (null)  
fail\_init in f\_flags.c, IF 0  
sfail\_event\_occurred in s\_event.c, (null)  
FILE: f\_cat\_kill.c  
FUNCTION: fail\_cat\_kill(agent\_id, cause)  
FUNCTION: fail\_vehicle\_is\_destroyed(agent\_id, event\_id, cause)  
calledBy:  
cfail\_check\_damages in c\_chk\_dam.c, (null)  
fail\_cat\_kill in f\_cat\_kill.c, (null)  
failure\_check\_mine\_damage in f\_mine\_dam.c, (null)  
FILE: f\_dth\_stat.c  
FUNCTION: fail\_death\_status()  
calledBy:  
sound\_denial\_check in kato\_sound.c, (null)  
het\_simul in het\_kin.c, (null)  
FILE: f\_flags.c  
FUNCTION: fail\_flag\_bytes\_are(f\_bytes)  
FUNCTION: fail\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FUNCTION: fail\_zero\_flags(flag\_list)  
calledBy:  
fail\_init\_flags in f\_flags.c, IF 0  
fail\_reinit\_temp\_subsystems in f\_flags.c, IF 0  
FUNCTION: fail\_init\_flags()  
FUNCTION: fail\_get\_flags()  
FUNCTION: fail\_break\_flag(flag\_num)  
FUNCTION: fail\_repair\_flag(flag\_num)  
FUNCTION: fail\_reinit\_temp\_subsystems()  
calledBy:  
fail\_repair\_flag in f\_flags.c, IF 0  
FUNCTION: fail\_return\_temp\_subsystems()  
FILE: f\_init.c  
FUNCTION: fail\_table\_init()  
FUNCTION: fail\_init\_failure(fail\_num, fail\_rtn, repair\_rtn, self\_repair, summaryKill)  
FUNCTION: fail\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FUNCTION: fail\_subsystem\_name\_init()  
calledBy:  
fail\_table\_init in f\_init.c, (null)  
FUNCTION: fail\_print\_subsystems\_status()  
FILE: f\_mine\_dam.c

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FUNCTION: failure\_check\_mine\_damage(hit\_msg, indir\_fire\_msg, chance\_of\_kill,  
vehicle\_name, system\_num, cause, detonation\_num)  
FILE: f\_reincarn.c  
FUNCTION: fail\_reincarnation()  
calledBy:  
fail\_init in f\_flags.c, IF 0  
fail\_init in f\_init.c, (null)  
repair\_all\_systems in repair.c, (null)  
FILE: f\_simul.c  
FUNCTION: fail\_simul()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FILE: f\_subsys.c  
FUNCTION: fail\_subsys\_init()  
calledBy:  
fail\_table\_init in f\_init.c, (null)  
FUNCTION: fail\_init\_summary\_kill(fail\_num, summaryKill)  
calledBy:  
fail\_init\_failure in f\_init.c, (null)  
FUNCTION: fail\_does\_not\_exist(fail\_num)  
calledBy:  
fail\_init in f\_init.c, (null)  
FUNCTION: fail\_set\_subsys(new\_subsys)  
FUNCTION: fail\_clear\_subsys(subsys)  
calledBy:  
fail\_set\_subsys in f\_subsys.c, (null)  
fail\_get\_delta\_subsystems in f\_subsys.c, (null)  
FUNCTION: fail\_get\_perm\_subsys()  
calledBy:  
build\_vehicle\_status in veh\_status.c, (null)  
fail\_init in f\_init.c, (null)  
FUNCTION: fail\_is\_component\_broken(fail\_num)  
calledBy:  
fail\_init in f\_init.c, (null)  
fail\_print\_subsystems\_status in f\_init.c, (null)  
FUNCTION: fail\_get\_delta\_subsystems()  
calledBy:  
cfail\_check\_damages in c\_chk\_dam.c, (null)  
fail\_break\_system in f\_break\_sys.c, (null)  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
fail\_simul in f\_simul.c, (null)  
repair\_system\_is\_fixed in repair.c, (null)  
repair\_complete\_repair in repair.c, (null)  
repair\_all\_systems in repair.c, (null)  
sfail\_event\_occurred in s\_event.c, (null)  
FUNCTION: fail\_set\_subsys\_bit(fail\_num)  
calledBy:  
fail\_system\_is\_broken in f\_break\_sys.c, (null)  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
FUNCTION: fail\_clear\_subsys\_bit(fail\_num)  
calledBy:  
fail\_break\_system in f\_break\_sys.c, (null)  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
fail\_simul in f\_simul.c, (null)

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    repair_system_is_fixed in repair.c, (null)
    repair_fix_failure in repair.c, (null)
    repair_complete_repair in repair.c, (null)
    repair_all_systems in repair.c, (null)
    FUNCTION: fail_print_subsys_bits(subsys)
FILE: fail_loc.c
FILE: oc_dir_fire.c
    FUNCTION: cfail_dir_fire_damages(hit_msg)
    FUNCTION: cfail_get_composite_index(hit_msg)
        calledBy:
            cfail_dir_fire_damages in c_dir_fire.c, (null)
            cfail_dir_fire_damages in oc_dir_fire.c, IF 0
FILE: rand.c
    FUNCTION: srand(s)
        calledBy:
            laserdam_init in het_dmg.c, (null)
    FUNCTION: rand()
        calledBy:
            bivariant_normal_distribution in bivar_dist.c, IFDEF_GT_
            bivariant_normal_distribution in bivar_dist.c, IFNDEF_GT_
            scaled_rand in scaled_rand.c, IFDEF_GT_
            scaled_rand in scaled_rand.c, IFNDEF_GT_
            cfail_check_damages in c_chk_dam.c, (null)
            sfail_event_occurred in s_event.c, (null)
    FUNCTION: srand(s)
        calledBy:
            laserdam_init in het_dmg.c, (null)
    FUNCTION: rand()
        calledBy:
            bivariant_normal_distribution in bivar_dist.c, IFDEF_GT_
            bivariant_normal_distribution in bivar_dist.c, IFNDEF_GT_
            scaled_rand in scaled_rand.c, IFDEF_GT_
            scaled_rand in scaled_rand.c, IFNDEF_GT_
            cfail_check_damages in c_chk_dam.c, (null)
            sfail_event_occurred in s_event.c, (null)
FILE: repair.c
    FUNCTION: repair_selfrepair_init()
        calledBy:
            fail_table_init in f_init.c, (null)
    FUNCTION: repair_init_self_repair_timer(flag_num, timer)
        calledBy:
            fail_init_failure in f_init.c, (null)
    FUNCTION: lrepair_init(veh_dependent_mapping, num_maps)
    FUNCTION: repair_uninit()
        calledBy:
            network_use_activation in ause_activ.c, (null)
            network_use_activation in use_activ.c, (null)
            simulation_state_machine in main.c, (null)
    FUNCTION: repair_fix_system(cause, repair_code)
    FUNCTION: repair_system_is_fixed(agent_id, event_id, cause, repair_code)
        calledBy:
            repair_fix_system in repair.c, (null)
    FUNCTION: repair_fix_failure(failure_code)
    FUNCTION: repair_complete_repair(system_num)

```

FUNCTION: repair\_all\_systems()  
FUNCTION: repair\_start\_self\_repair(system\_number)  
    calledBy:  
        fail\_system\_is\_broken in f\_break\_sys.c, (null)  
        fail\_init in f\_init.c, (null)  
FILE: s\_curr\_cond.c  
    FUNCTION: get\_curr\_condition(best\_mmbf, maint\_level)  
        calledBy:  
            sfail\_fixed\_good\_as\_new in s\_fixed.c, (null)  
            sfail\_init in s\_init.c, (null)  
            sfail\_maintenance\_condition in s\_mnt\_cond.c, (null)  
FILE: s\_event.c  
    FUNCTION: sfail\_event\_occurred(curr\_event)  
FILE: s\_fixed.c  
    FUNCTION: sfail\_fixed\_good\_as\_new(subsystem)  
FILE: s\_init.c  
    FUNCTION: sfail\_init(sdam\_file, num\_sub\_sys, num\_maint\_levels,  
        veh\_maint\_levels)  
FILE: s\_mnt\_cond.c  
    FUNCTION: sfail\_get\_maint\_condition()  
        calledBy:  
            build\_vehicle\_status in veh\_status.c, (null)  
    FUNCTION: sfail\_maintenance\_condition(condition)  
FILE: sfail\_loc.c

**DIRECTORY: ./gt/vehicle/libsrc/libgeoball**

FILE: D6\_libry.c  
    FUNCTION: D6\_open(tty\_name)  
        calledBy:  
            initialize\_geoball in kato\_geo.c, IFNDEF MASSCOMP  
    FUNCTION: D6\_close()  
        calledBy:  
            geoball\_exit in kato\_geo.c, IFNDEF MASSCOMP  
            D6\_open in D6\_libry.c, (null)  
            D6\_prepare\_input in D6\_libry.c, (null)  
            D6\_reset in D6\_libry.c, (null)  
            D6\_get\_firmware in D6\_libry.c, (null)  
            D6\_get\_config in D6\_libry.c, (null)  
            D6\_get\_diagn in D6\_libry.c, (null)  
    FUNCTION: D6\_read\_char(timeout)  
        calledBy:  
            D6\_reset in D6\_libry.c, (null)  
            D6\_get\_firmware in D6\_libry.c, (null)  
            D6\_get\_config in D6\_libry.c, (null)  
            D6\_get\_diagn in D6\_libry.c, (null)  
    FUNCTION: D6\_pack\_input(buff, length)  
        calledBy:  
            D6\_process\_data in D6\_libry.c, (null)  
    FUNCTION: D6\_read(dest, maxlength, timeout)  
        calledBy:  
            D6\_check\_XON\_XOFF in D6\_libry.c, (null)  
            D6\_reset in D6\_libry.c, (null)  
            D6\_process\_data in D6\_libry.c, (null)

FUNCTION: D6\_write(data, length)

calledBy:

- D6\_close in D6\_libry.c, (null)
- D6\_reset in D6\_libry.c, (null)
- D6\_request\_data in D6\_libry.c, (null)
- D6\_get\_firmware in D6\_libry.c, (null)
- D6\_get\_config in D6\_libry.c, (null)
- D6\_get\_diagn in D6\_libry.c, (null)
- D6\_process\_data in D6\_libry.c, (null)
- D6\_beep in D6\_libry.c, (null)
- D6\_set\_translation\_mode in D6\_libry.c, (null)
- D6\_set\_rotation\_mode in D6\_libry.c, (null)
- D6\_set\_dominant\_mode in D6\_libry.c, (null)
- D6\_offset\_comp in D6\_libry.c, (null)
- D6\_set\_request\_byte in D6\_libry.c, (null)
- D6\_set\_led in D6\_libry.c, (null)
- D6\_set\_all\_led\_on in D6\_libry.c, (null)
- D6\_set\_all\_led\_off in D6\_libry.c, (null)
- D6\_set\_prot in D6\_libry.c, (null)
- D6\_set\_sample\_mode in D6\_libry.c, (null)
- D6\_set\_delay in D6\_libry.c, (null)

FUNCTION: D6\_perror(s)

calledBy:

- D6\_open in D6\_libry.c, (null)
- D6\_read\_char in D6\_libry.c, (null)
- D6\_read in D6\_libry.c, (null)
- D6\_write in D6\_libry.c, (null)
- D6\_lock\_tty\_port in D6\_libry.c, IFDEF D6\_LOCK\_TTY
- D6\_unlock\_tty\_port in D6\_libry.c, IFDEF D6\_LOCK\_TTY

FUNCTION: D6\_file\_name\_of(ttyname)

calledBy:

- D6\_open in D6\_libry.c, IF D6\_LOCK\_TTY

FUNCTION: D6\_lock\_tty\_port(ttyname)

calledBy:

- D6\_open in D6\_libry.c, IF D6\_LOCK\_TTY

FUNCTION: D6\_unlock\_tty\_port()

calledBy:

- D6\_open in D6\_libry.c, IFDEF D6\_LOCK\_TTY
- D6\_close in D6\_libry.c, IFDEF D6\_LOCK\_TTY

FUNCTION: D6\_reset\_timer()

calledBy:

- D6\_read\_char in D6\_libry.c, (null)

FUNCTION: D6\_mseconds()

calledBy:

- D6\_read\_char in D6\_libry.c, (null)

FUNCTION: D6\_check\_in\_buff()

calledBy:

- D6\_reset in D6\_libry.c, (null)
- D6\_process\_data in D6\_libry.c, (null)

FUNCTION: D6\_check\_XON\_XOFF(buff, length)

calledBy:

- D6\_process\_data in D6\_libry.c, (null)

FUNCTION: D6\_prepare\_input()

calledBy:

D6\_process\_data in D6\_libry.c, (null)  
 FUNCTION: D6\_orientate(t\_v, r\_v, mat)  
 calledBy:  
 D6\_prepare\_input in D6\_libry.c, (null)  
 FUNCTION: D6\_transform(direction, vector, logic\_plane, logic\_coord)  
 calledBy:  
 D6\_prepare\_input in D6\_libry.c, (null)  
 FUNCTION: D6\_reset()  
 calledBy:  
 initialize\_geoball in kato\_geo.c, IFNDEF MASSCOMP  
 D6\_process\_data in D6\_libry.c, (null)  
 FUNCTION: D6\_request\_data()  
 calledBy:  
 geoball\_simul in kato\_geo.c, IFNDEF MASSCOMP  
 initialize\_geoball in kato\_geo.c, IFNDEF MASSCOMP  
 D6\_read in D6\_libry.c, (null)  
 FUNCTION: D6\_get\_system\_status()  
 FUNCTION: D6\_trig\_buff(buff, length, trig\_string)  
 calledBy:  
 D6\_reset in D6\_libry.c, (null)  
 D6\_get\_firmware in D6\_libry.c, (null)  
 D6\_get\_config in D6\_libry.c, (null)  
 D6\_get\_diagn in D6\_libry.c, (null)  
 FUNCTION: D6\_get\_firmware()  
 calledBy:  
 D6\_get\_system\_status in D6\_libry.c, (null)  
 D6\_show\_firmware in D6\_libry.c, (null)  
 FUNCTION: D6\_get\_config()  
 calledBy:  
 D6\_close in D6\_libry.c, (null)  
 D6\_get\_system\_status in D6\_libry.c, (null)  
 D6\_show\_config in D6\_libry.c, (null)  
 FUNCTION: D6\_get\_diagn()  
 calledBy:  
 D6\_reset in D6\_libry.c, (null)  
 D6\_get\_system\_status in D6\_libry.c, (null)  
 D6\_show\_diag in D6\_libry.c, (null)  
 FUNCTION: D6\_process\_data()  
 calledBy:  
 geoball\_simul in kato\_geo.c, IFNDEF MASSCOMP  
 FUNCTION: D6\_feel()  
 FUNCTION: D6\_beep(num)  
 FUNCTION: D6\_set\_translation\_mode(mode)  
 FUNCTION: D6\_set\_rotation\_mode(mode)  
 FUNCTION: D6\_set\_scaling\_mode(mode)  
 FUNCTION: D6\_set\_dominant\_mode(logic)  
 FUNCTION: D6\_offset\_comp()  
 calledBy:  
 geopressed in kato\_geo.c, IFNDEF MASSCOMP  
 FUNCTION: D6\_set\_request\_byte(byte)  
 FUNCTION: D6\_set\_led(n, logic)  
 FUNCTION: D6\_set\_all\_led\_on()  
 FUNCTION: D6\_set\_all\_led\_off()  
 FUNCTION: D6\_set\_prot(mode)



FUNCTION: D6\_set\_sample\_mode(logic)  
FUNCTION: D6\_set\_delay(time)  
FUNCTION: D6\_set\_output\_format(format)  
    calledBy:  
        initialize\_geoball in kato\_geo.c, IFNDEF MASSCOMP  
        D6\_process\_data in D6\_libry.c, (null)  
FUNCTION: D6\_set\_tra\_axis(v, mode, model)  
FUNCTION: D6\_set\_rot\_axis(v, mode, model)  
FUNCTION: D6\_set\_mult(logic)  
FUNCTION: D6\_set\_coordinate(w)  
FUNCTION: D6\_set\_xyz\_scaling(xs, ys, zs)  
FUNCTION: D6\_set\_absolute(matrix)  
FUNCTION: D6\_set\_translation\_feel(xf, yf, zf)  
FUNCTION: D6\_set\_rotation\_feel(xr, yr, zr)  
FUNCTION: D6\_set\_translation\_func\_feel(fx, fy, fz)  
FUNCTION: D6\_set\_rotation\_func\_feel(fx, fy, fz)  
FUNCTION: D6\_set\_null\_reg(w)  
FUNCTION: D6\_set\_rezero()  
FUNCTION: D6\_set\_display\_rate(rate)  
FUNCTION: D6\_set\_orientation\_rotation(vector)  
FUNCTION: D6\_set\_orientation\_translation(xyz)  
FUNCTION: D6\_convert\_led\_hex\_ascii(hex\_ascii\_up, hex\_ascii\_lo)  
    calledBy:  
        D6\_set\_led in D6\_libry.c, (null)  
FUNCTION: D6\_show\_current\_status()  
    calledBy:  
        D6\_process\_data in D6\_libry.c, IFDEF D6\_DEBUG\_  
FUNCTION: D6\_show\_firmware()  
    calledBy:  
        D6\_show\_current\_status in D6\_libry.c, (null)  
FUNCTION: D6\_show\_config()  
    calledBy:  
        D6\_show\_current\_status in D6\_libry.c, (null)  
FUNCTION: D6\_show\_diag()  
    calledBy:  
        D6\_show\_current\_status in D6\_libry.c, (null)  
FUNCTION: D6\_show\_buff(buf, length)  
    calledBy:  
        D6\_read in D6\_libry.c, IFDEF D6\_DEBUG\_  
        D6\_check\_in\_buff in D6\_libry.c, IFDEF D6\_DEBUG\_  
FUNCTION: D6\_show\_D6\_Matrix(matrix)  
    calledBy:  
        D6\_set\_absolute in D6\_libry.c, IFDEF D6\_DEBUG\_  
        D6\_set\_orientation\_rotation in D6\_libry.c, IFDEF D6\_DEBUG\_  
        D6\_set\_orientation\_translation in D6\_libry.c, IFDEF D6\_DEBUG\_  
        D6\_show\_D6\_variables in D6\_libry.c, (null)  
FUNCTION: D6\_show\_D6\_variables()  
    calledBy:  
        D6\_show\_current\_status in D6\_libry.c, (null)  
FUNCTION: D6\_null\_function()  
FUNCTION: D6\_absolute()  
FUNCTION: D6\_atrest()  
FUNCTION: D6\_delta()  
FUNCTION: D6\_error()

FUNCTION: D6\_event\_keys()  
FUNCTION: D6\_cont\_keys()  
FUNCTION: D6\_event\_pics()  
FUNCTION: D6\_cont\_pics()  
FUNCTION: D6\_rotate()  
FUNCTION: D6\_translate()  
FUNCTION: D6\_vectors()  
FUNCTION: D6\_scale()  
FUNCTION: D6\_show\_lib\_vers()

**DIRECTORY: ./gt/vehicle/libsrc/libground**

FILE: ground.c

FUNCTION: slipping\_forces()  
    calledBy:  
        ground\_interaction in ground.c, (null)  
FUNCTION: ground\_init()  
FUNCTION: ground\_interaction(ground\_forces, ground\_torques, points, grnd,  
    number)  
FUNCTION: grabbing\_forces()  
    calledBy:  
        ground\_interaction in ground.c, (null)  
FUNCTION: ground\_frame\_calc()  
    calledBy:  
        ground\_interaction in ground.c, (null)  
FUNCTION: BCA\_mat\_dump()  
FUNCTION: BCGRAV\_mat\_dump()  
FUNCTION: ACGRAV\_mat\_dump()

**DIRECTORY: ./gt/vehicle/libsrc/libhet**

FILE: het\_bl.c

FUNCTION: bl\_read(first\_tok)  
FUNCTION: bl\_init(dmg\_file)  
    calledBy:  
        laserdam\_init in het\_dmg.c, (null)  
FUNCTION: ldam\_check\_sensor\_bloom(alpha\_el, range, d\_eye\_laser\_2)  
    calledBy:  
        ldam\_check\_failures in het\_ldam.c, (null)  
FUNCTION: bl\_inputs(alpha\_el, r, d2)  
    calledBy:  
        ldam\_check\_sensor\_bloom in het\_bl.c, (null)

FILE: het\_bloom.c

FUNCTION: bloom\_sensor(duration)  
    calledBy:  
        ldam\_check\_sensor\_bloom in het\_bl.c, (null)  
FUNCTION: bloom\_act()  
    calledBy:  
        bloom\_sensor in het\_bloom.c, (null)  
        check\_bloom\_timer in het\_bloom.c, (null)  
FUNCTION: check\_bloom\_timer()  
    calledBy:  
        het\_simul in het\_kin.c, (null)  
FUNCTION: one\_tick\_bloom()  
    calledBy

ldam\_check\_sensor\_bloom in het\_bl.c, (null)  
FILE: het\_bo.c  
FUNCTION: bo\_read(first\_tok)  
FUNCTION: bo\_init(dmng\_file)  
calledBy:  
laserdam\_init in het\_dmng.c, (null)  
FUNCTION: ldam\_check\_sensor\_blackout(alpha\_el, range, d\_eye\_laser\_2)  
calledBy:  
ldam\_check\_failures in het\_ldam.c, IFDEF notdef  
FUNCTION: bo\_inputs(alpha\_el, r, d2)  
calledBy:  
ldam\_check\_sensor\_blackout in het\_bo.c, (null)  
FUNCTION: bo\_sensor\_disabled()  
calledBy:  
ldam\_check\_sensor\_bloom in het\_bl.c, (null)  
check\_bloom\_timer in het\_bloom.c, (null)  
FILE: het\_calib.c  
FUNCTION: het\_calibrate\_head\_eye\_tracker(file\_name)  
calledBy:  
head\_eye\_tracker\_init in het\_dev.c, (null)  
FUNCTION: het\_calib\_read\_calib\_file(file\_name)  
calledBy:  
het\_calibrate\_head\_eye\_tracker in het\_calib.c, (null)  
FUNCTION: het\_calib\_compute\_veh\_to\_transmitter\_matrix()  
calledBy:  
het\_calibrate\_head\_eye\_tracker in het\_calib.c, (null)  
FUNCTION: het\_calib\_compute\_transmitter\_loc()  
calledBy:  
het\_calibrate\_head\_eye\_tracker in het\_calib.c, (null)  
FUNCTION: het\_calib\_set\_transmitter\_matrix()  
calledBy:  
het\_simul in het\_kin.c, (null)  
FUNCTION: het\_calib\_set\_transmitter\_loc()  
calledBy:  
het\_simul in het\_kin.c, (null)  
FUNCTION: het\_calib\_inc\_transmitter\_loc()  
FUNCTION: het\_calib\_dec\_transmitter\_loc()  
FUNCTION: compute\_fudge\_matrix()  
FILE: het\_data.c  
FUNCTION: read\_data(fp, hdr, read\_fn)  
calledBy:  
bl\_init in het\_bl.c, (null)  
bo\_init in het\_bo.c, (null)  
md\_init in het\_md.c, (null)  
sb\_init in het\_sb.c, (null)  
sc\_init in het\_sc.c, (null)  
vg\_init in het\_vg.c, (null)  
FUNCTION: lookup\_data(hdr, data, inputs)  
calledBy:  
ldam\_check\_sensor\_bloom in het\_bl.c, (null)  
ldam\_check\_sensor\_blackout in het\_bo.c, (null)  
ldam\_check\_md in het\_md.c, (null)  
ldam\_check\_sensor\_burn in het\_sb.c, (null)  
ldam\_check\_scotoma in het\_sc.c, (null)

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ldam_check_vg in het_vg.c, (null)
FILE: het_dev.c
FUNCTION: head_eye_tracker_valid_data()
    calledBy:
        het_send_packet in het_send_pkt.c, (null)
FUNCTION: head_eye_tracker_enable()
    calledBy:
        head_eye_tracker_toggle_enable in het_dev.c, (null)
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_disable()
    calledBy:
        head_eye_tracker_toggle_enable in het_dev.c, (null)
FUNCTION: head_eye_tracker_toggle_enable()
FUNCTION: head_eye_tracker_init(port, head_eye_tracker_calibrate_file)
    calledBy:
        head_eye_tracker_reset in het_dev.c, (null)
        main in het_dev.c, IFDEF HET_TEST, IFDEF GT_
        main in het_dev.c, IFDEF HET_TEST, IFNDEF GT_
FUNCTION: head_eye_tracker_uninit()
    calledBy:
        head_eye_tracker_reset in het_dev.c, (null)
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_get_position()
    calledBy:
        het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
        compute_pseudo_gaze in het_ldam.c, (null)
FUNCTION: head_eye_tracker_get_gaze()
    calledBy:
        compute_fudge_matrix in het_calib.c, IFDEF notdef
        compute_eye_vector in het_inter.c, (null)
        compute_eye_vector in het_kin.c, (null)
        compute_pseudo_gaze in het_ldam.c, (null)
FUNCTION: head_eye_tracker_get_roll()
FUNCTION: head_eye_tracker_effect()
FUNCTION: head_eye_tracker_send_request()
    calledBy:
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_reset()
    calledBy:
        head_eye_tracker_receive_data in het_dev.c, IF 1
        head_eye_tracker_receive_data in het_dev.c, IF not 1
FUNCTION: head_eye_tracker_receive_data()
    calledBy:
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_print_timers()
    calledBy:
        head_eye_tracker_receive_data in het_dev.c, IFDEF notdef
        head_eye_tracker_print_values in het_dev.c, (null)
FUNCTION: head_eye_tracker_print_values()
    calledBy:
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: head_eye_tracker_hex_dump()
    calledBy:
        main in het_dev.c, IFDEF HET_TEST
```

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FUNCTION: start_watch()
    calledBy:
        main in panel_test.c, IFDEF notdef
        head_eye_tracker_init in het_dev.c, (null)
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: stop_watch()
    calledBy:
        head_eye_tracker_uninit in het_dev.c, (null)
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: read_watch()
    calledBy:
        head_eye_tracker_send_request in het_dev.c, (null)
        head_eye_tracker_receive_data in het_dev.c, (null)
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: sc_delay()
    calledBy:
        OpenDr11Channel in chdr11.c, IFDEF _GT_
        cif_connect in connect.c, IFDEF _GT_
        idc_init in init.c, IFNDEF SIMBFLY, IFDEF _GT_
        millisecond_delay in sv_do.c, IFDEF _GT_
        ioputbuf in vgdrv.c, (null)
        ioputbuf1 in vgdrv.c, (null)
        enter_gracefully in calibrate.c, IFDEF _GT_
        calib_get_mode in calibrate.c, IFDEF _GT_
        calib_create_mode in calibrate.c, IFDEF _GT_
        clear_line in calibrate.c, IFDEF _GT_
        get_calib_values in calibrate.c, IFDEF _GT_
        get_pos in calibrate.c, IFDEF _GT_
        sleep_lamps in calibrate.c, IFDEF _GT_
        calib_pfile_read in ncalib.c, IF DEBUG , IFDEF _GT_
        enter_gracefully in ncalib.c, IFDEF _GT_
        calib_get_mode in ncalib.c, IFDEF _GT_
        calib_create_mode in ncalib.c, IFDEF _GT_
        clear_line in ncalib.c, IFDEF _GT_
        get_calib_values in ncalib.c, IFDEF _GT_
        get_pos in ncalib.c, IFDEF _GT_
        sleep_lamps in ncalib.c, IFDEF _GT_
        main in panel_test.c, IFDEF _GT_
        enter_gracefully in panel_test.c, IFDEF _GT_
        idc_test in pnl_tst_idc.c, IFDEF _GT_
        check_for_control_changes in pnl_tst_idc.c, IFDEF notdef
        enter_gracefully in panel_test.c, IFDEF _GT_
        idc_test in pnl_tst_idc.c, IFDEF _GT_
        check_for_control_changes in pnl_tst_idc.c, IFDEF notdef
        main in het_dev.c, IFDEF HET_TEST
FUNCTION: het_calibrate_head_eye_tracker(dummy)
    head_eye_tracker_init in het_dev.c, (null)
FUNCTION: main(argc, argv)
FUNCTION: timed_printf()
    calledBy:
        timed_mat_dump in t_mat_dump.c, (null)
        timed_vec_dump in t_vec_dump.c, (null)
        ldam_check_sensor_blackout in het_bo.c, (null)
        het_simul in het_inter.c, IFDEF DEBUG_HET

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compute_eye_coordinates in het_inter.c, IFDEF DEBUG_HET
missile_nlos_fly in miss_nlos.c, (null)
ammo_start_external_resupply in ammo.c, IF DEBUG
ammo_receive_quiet_state in resupp.c, IF DEBUG
ammo_receive_request_state in resupp.c, IF DEBUG
ammo_receive_loading_state in resupp.c, IF DEBUG
empty_veh_spec_resupply in resupp.c, IF DEBUG
resupply_offer_packet in resupp.c, IF DEBUG_OFFER
resupply_offer_packet in resupp.c, IF DEBUG
FUNCTION: head_eye_tracker_in_use()
    laserdam_init in het_dmg.c, (null)
    het_init in het_kin.c, (null)
    het_simul in het_kin.c, (null)
    het_keybrd_send_grow_model_TX in het_kin.c, (null)
    het_keybrd_send_ctas_grow_model in het_kin.c, (null)
    het_keybrd_send_init_stamp_model in het_kin.c, IFDEF notdef
FILE: het_dmg.c
    FUNCTION: get_dmg_index(run_name)
        calledBy:
            laserdam_init in het_dmg.c, (null)
    FUNCTION: laserdam_init()
    FUNCTION: triggered_goggles_used()
        calledBy:
            ldam_check_failures in het_ldam.c, (null)
    FUNCTION: het_set_laser_series(series)
    FUNCTION: het_get_laser_series()
        calledBy:
            ldam_use_fire_to_compute_damages in het_ldam.c, (null)
    FUNCTION: het_set_damage_dir(dir)
    FUNCTION: het_get_damage_dir()
        calledBy:
            bl_init in het_bl.c, (null)
            bo_init in het_bo.c, (null)
            md_init in het_md.c, (null)
            sb_init in het_sb.c, (null)
            sc_init in het_sc.c, (null)
            vg_init in het_vg.c, (null)
FILE: het_goggles.c
    FUNCTION: het_toggle_goggles()
    FUNCTION: impact_goggles()
        calledBy:
            ldam_check_failures in het_ldam.c, (null)
    FUNCTION: goggles_on()
        calledBy:
            impact_goggles in het_goggles.c, (null)
    FUNCTION: goggles_off()
        calledBy:
            check_goggles_timer in het_goggles.c, (null)
    FUNCTION: check_goggles_timer()
        calledBy:
            het_simul in het_kin.c, (null)
    FUNCTION: add_visor()
    FUNCTION: sunglasses_effect()
        calledBy:
```

het\_simul in het\_kin.c, (null)  
FILE: het\_hdr.c  
FILE: het\_inter.c  
FUNCTION: het\_transmitter()  
calledBy:  
het\_calib\_set\_transmitter\_matrix in het\_calib.c, (null)  
het\_calib\_set\_transmitter\_loc in het\_calib.c, (null)  
het\_calib\_inc\_transmitter\_loc in het\_calib.c, IFDEF notdef  
het\_calib\_dec\_transmitter\_loc in het\_calib.c, IFDEF notdef  
compute\_fudge\_matrix in het\_calib.c, IFDEF notdef  
het\_init in het\_inter.c, (null)  
het\_init in het\_kin.c, (null)  
het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)  
compute\_pseudo\_gaze in het\_ldam.c, (null)  
FUNCTION: eye()  
calledBy:  
het\_init in het\_inter.c, (null)  
het\_simul in het\_inter.c, (null)  
het\_init in het\_kin.c, (null)  
het\_simul in het\_kin.c, IFDEF DEBUGGING\_LDAM  
het\_simul in het\_kin.c, IFNDEF DEBUGGING\_LDAM  
het\_simul in het\_kin.c, (null)  
het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)  
ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
ldam\_draw\_sotoma in het\_sc.c, (null)  
het\_send\_packet in het\_send\_pkt.c, IFDEF notder  
het\_send\_packet in het\_send\_pkt.c, (null)  
FUNCTION: het\_init()  
FUNCTION: het\_simul()  
FUNCTION: compute\_eye\_coordinates()  
calledBy:  
het\_simul in het\_inter.c, (null)  
het\_simul in het\_kin.c, IFNDEF DEBUGGING\_LDAM  
FUNCTION: het\_increment\_x()  
FUNCTION: het\_decrement\_x()  
FUNCTION: het\_zero\_x()  
FUNCTION: het\_increment\_z()  
FUNCTION: het\_decrement\_z()  
FUNCTION: het\_zero\_z()  
FUNCTION: compute\_eye\_vector()  
calledBy:  
compute\_eye\_coordinates in het\_inter.c, (null)  
compute\_eye\_coordinates in het\_kin.c, (null)  
FILE: het\_kin.c  
FUNCTION: het\_transmitter()  
calledBy:  
het\_calib\_set\_transmitter\_matrix in het\_calib.c, (null)  
het\_calib\_set\_transmitter\_loc in het\_calib.c, (null)  
het\_calib\_inc\_transmitter\_loc in het\_calib.c, IFDEF notdef  
het\_calib\_dec\_transmitter\_loc in het\_calib.c, IFDEF notdef  
compute\_fudge\_matrix in het\_calib.c, IFDEF notdef  
het\_init in het\_inter.c, (null)  
het\_init in het\_kin.c, (null)  
het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)

```

    compute_pseudo_gaze in het_ldam.c, (null)
FUNCTION: eye()
    calledBy:
        het_init in het_inter.c, (null)
        het_simul in het_inter.c, (null)
        het_init in het_kin.c, (null)
        het_simul in het_kin.c, IFDEF DEBUGGING_LDAM
        het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
        het_simul in het_kin.c, (null)
        het_kin_keybrd_print_gaze in het_kin.c, (null)
        ldam_use_fire_to_compute_damages in het_ldam.c, (null)
        ldam_draw_scotoma in het_sc.c, (null)
        het_send_packet in het_send_pkt.c, IFDEF notdef
        het_send_packet in het_send_pkt.c, (null)
FUNCTION: het_init()
FUNCTION: het_simul()
FUNCTION: compute_eye_coordinates()
    calledBy:
        het_simul in het_inter.c, (null)
        het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
FUNCTION: compute_eye_vector()
    calledBy:
        compute_eye_coordinates in het_inter.c, (null)
        compute_eye_coordinates in het_kin.c, (null)
FUNCTION: het_assign_matrix_pointer(model_id, aam_addr)
FUNCTION: keybrd_send_stamp_init_model()
    calledBy:
        het_simul in het_kin.c, (null)
FUNCTION: keybrd_send_stamp_init_model_TX()
    calledBy:
        het_simul in het_kin.c, (null)
FUNCTION: keybrd_send_stamp_init_both_backends()
FUNCTION: het_kin_set_veh_to_transmitter_matrix()
FUNCTION: het_decrement_x()
FUNCTION: het_zero_x()
FUNCTION: het_increment_z()
FUNCTION: het_decrement_z()
FUNCTION: het_zero_z()
FUNCTION: het_keybrd_send_grow_model_TX()
FUNCTION: het_kin_keybrd_print_gaze()
FUNCTION: het_keybrd_send_ctas_grow_model()
FUNCTION: het_keybrd_send_init_stamp_model()
FUNCTION: het_get_size()
    calledBy:
        het_keybrd_send_grow_model_TX in het_kin.c, (null)
        het_keybrd_send_ctas_grow_model in het_kin.c, IFDEF
        DEBUGGING_SCOTOMA
        het_keybrd_send_ctas_grow_model in het_kin.c, (null)
FUNCTION: het_inc_size()
FUNCTION: het_increment_x()
FILE: het_ldam.c
FUNCTION: ldam_simul()
FUNCTION: ldam_check_for_eye_damage(eventID, laser_type, laser_trajectory,
    laser_fire_point)

```



```

FUNCTION: ldam_check_failures(eventID, laser_type, range, impact_pt, trajectory)
FUNCTION: ldam_use_fire_to_compute_damages(laser_fire_point,
      laser_fire_direction, alpha_el, d_eye_to_laser_squared, range_squared)
      calledBy:
          ldam_check_for_eye_damage in het_ldam.c, (null)
FUNCTION: ldam_compute_damage_table_quantities(dam_rot_elem, d_impact_pt,
      d_trajectory, alpha_el, d_eye_to_laser_squared)
      calledBy:
          ldam_check_failures in het_ldam.c, (null)
FUNCTION: het_keybrd_toggle_debug_flag()
FUNCTION: het_debugging_enabled()
      calledBy:
          ldam_check_sensor_bloom in het_bl.c, (null)
          ldam_check_sensor_bloom in het_bl.c, IFDEF notdef
          ldam_check_sensor_blackout in het_bo.c, (null)
          ldam_check_for_eye_damage in het_ldam.c, (null)
          ldam_check_failures in het_ldam.c, (null)
          ldam_compute_damage_table_quantities in het_ldam.c, IFDEF
          DEBUG_LASER_DAMAGES
          ldam_compute_damage_table_quantities in het_ldam.c, IFDEF notdef
          ldam_check_md in het_md.c, (null)
          ldam_check_md in het_md.c, IFDEF notdef
          ldam_check_sensor_burn in het_sb.c, (null)
          ldam_check_sensor_burn in het_sb.c, IFDEF notdef
          ldam_check_scotoma in het_sc.c, (null)
          ldam_check_scotoma in het_sc.c, IFDEF notdef
          ldam_draw_scotoma in het_sc.c, IFDEF DEBUG_LASER_DAMAGES
          ldam_check_vg in het_vg.c, (null)
FUNCTION: ldam_bloom_screen()
FUNCTION: compute_pseudo_gaze()
      calledBy:
          het_simul in het_kin.c, (null)
FUNCTION: compute_fudge_matrix()
FUNCTION: get_pseudo_gaze_in_world_coords()
      calledBy:
          het_send_packet in het_send_pkt.c, (null)
FUNCTION: get_pseudo_gaze_in_view_coords()
FUNCTION: ldam_adats_in_field_of_view(alpha_sl)
      calledBy:
          ldam_check_failures in het_ldam.c, (null)
FILE: het_md.c
FUNCTION: md_read(first_tok)
FUNCTION: md_init(dmg_file)
      calledBy:
          laserdam_init in het_dmg.c, (null)
FUNCTION: ldam_check_md(alpha_el, range, d_eye_laser_2)
      calledBy:
          ldam_check_for_eye_damage in het_ldam.c, (null)
FUNCTION: md_inputs(alpha_el, r, d2)
      calledBy:
          ldam_check_md in het_md.c, (null)
FUNCTION: ldam_draw_game_over()
      calledBy:
          notify_mission_status in het_md.c, (null)

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keybrd\_draw\_go in het\_md.c, (null)  
FUNCTION: notify\_mission\_status()  
calledBy:  
het\_simul in het\_kin.c, (null)  
FUNCTION: keybrd\_draw\_go()  
FILE: het\_rddmg.c  
FUNCTION: new\_get\_line(fp, n, s)  
FILE: het\_sb.c  
FUNCTION: sb\_read(first\_tok)  
FUNCTION: sb\_init(dmg\_file)  
calledBy:  
laserdam\_init in het\_dmg.c, (null)  
FUNCTION: sb\_inputs(mag, r, d2)  
calledBy:  
ldam\_check\_sensor\_burn in het\_sb.c, (null)  
FUNCTION: ldam\_check\_sensor\_burn(alpha\_el, r, d2, laser\_trajectory)  
calledBy:  
ldam\_check\_failures in het\_ldam.c, (null)  
FUNCTION: ldam\_draw\_sensor\_burn(size, laser\_trajectory)  
calledBy:  
ldam\_check\_sensor\_burn in het\_sb.c, (null)  
FILE: het\_sc.c  
FUNCTION: sc\_read(first\_tok)  
FUNCTION: sc\_init(dmg\_file)  
calledBy:  
laserdam\_init in het\_dmg.c, (null)  
FUNCTION: sc\_inputs(alpha\_el, r, d2)  
calledBy:  
ldam\_check\_scotoma in het\_sc.c, (null)  
FUNCTION: ldam\_check\_scotoma(alpha\_el, range, d\_eye\_laser\_2, laser\_fire\_point,  
is\_an\_rwa)  
calledBy:  
ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
FUNCTION: ldam\_draw\_scotoma(size, laser\_fire\_point, is\_an\_rwa)  
calledBy:  
ldam\_check\_scotoma in het\_sc.c, (null)  
FILE: het\_send\_pkt.c  
FUNCTION: het\_send\_packet()  
calledBy:  
het\_simul in het\_kin.c, (null)  
FUNCTION: print\_het\_packet()  
calledBy:  
het\_send\_packet in het\_send\_pkt.c, (null)  
FILE: het\_stat.c  
FUNCTION: het\_status\_init()  
calledBy:  
het\_init in het\_kin.c, (null)  
FUNCTION: het\_status\_simul()  
calledBy:  
het\_simul in het\_kin.c, (null)  
FUNCTION: het\_init\_eye\_status(eventID)  
calledBy:  
ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
FUNCTION: het\_eye\_status\_done(send\_now)

calledBy:  
ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
FUNCTION: het\_match\_impact\_to\_fire(eventID)  
calledBy:  
ldam\_check\_failures in het\_ldam.c, (null)  
FUNCTION: het\_sensor\_status\_done()  
calledBy:  
ldam\_check\_failures in het\_ldam.c, (null)  
FUNCTION: clear\_pkt(pkt)  
calledBy:  
het\_status\_init in het\_stat.c, (null)  
send\_pkt\_and\_clear in het\_stat.c, (null)  
FUNCTION: send\_pkt\_and\_clear(send\_index, send\_pkt)  
calledBy:  
het\_status\_simul in het\_stat.c, (null)  
het\_eye\_status\_done in het\_stat.c, (null)  
het\_sensor\_status\_done in het\_stat.c, (null)  
FUNCTION: het\_toggle\_debug\_status()  
FUNCTION: het\_debug\_status()  
calledBy:  
send\_glare\_and\_scotoma\_dam in ldam\_scotoma.c, IFDEF notdef  
FUNCTION: het\_set\_status\_goggles()  
calledBy:  
goggles\_on in het\_goggles.c, (null)  
goggles\_off in het\_goggles.c, (null)  
FUNCTION: het\_get\_status\_goggles()  
FUNCTION: het\_set\_status\_alpha\_el(alpha\_el)  
calledBy:  
ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
FUNCTION: het\_set\_status\_alpha\_sl(alpha\_sl)  
calledBy:  
ldam\_check\_failures in het\_ldam.c, (null)  
FUNCTION: het\_set\_status\_dist\_sens(dist\_sens)  
calledBy:  
ldam\_check\_failures in het\_ldam.c, (null)  
FUNCTION: het\_set\_status\_dist\_eye(dist\_eye)  
calledBy:  
ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
FUNCTION: het\_set\_status\_range(range)  
calledBy:  
ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
FUNCTION: het\_set\_status\_range\_sens(range\_sens)  
calledBy:  
ldam\_check\_failures in het\_ldam.c, (null)  
FUNCTION: het\_set\_status\_md()  
calledBy:  
ldam\_check\_md in het\_md.c, (null)  
FUNCTION: het\_set\_status\_vg(size)  
calledBy:  
ldam\_check\_vg in het\_vg.c, (null)  
FUNCTION: het\_set\_status\_bl(duration)  
calledBy:  
ldam\_check\_sensor\_bloom in het\_bl.c, (null)  
FUNCTION: het\_set\_status\_bo()

calledBy:  
ldam\_check\_sensor\_blackout in het\_bo.c, (null)  
FUNCTION: het\_set\_status\_sc(size)  
calledBy:  
ldam\_draw\_scotoma in het\_sc.c, (null)  
FUNCTION: het\_set\_status\_sb(size)  
calledBy:  
ldam\_check\_sensor\_burn in het\_sb.c, (null)  
ldam\_draw\_sensor\_burn in het\_sb.c, (null)  
FILE: het\_vg.c  
FUNCTION: vg\_read(first\_tok)  
FUNCTION: vg\_init(dmg\_file)  
calledBy:  
laserdam\_init in het\_dmg.c, (null)  
FUNCTION: ldam\_check\_vg(alpha\_el, range, d\_eye\_laser\_2, laser\_fire\_point)  
calledBy:  
ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)  
FUNCTION: glare\_simul()  
calledBy:  
het\_simul in het\_kin.c, (null)  
FUNCTION: vg\_inputs(r, d2)  
calledBy:  
ldam\_check\_vg in het\_vg.c, (null)  
FUNCTION: keybrd\_draw\_glare()  
FUNCTION: ldam\_draw\_glare(laser\_fire\_point, size)  
calledBy:  
glare\_simul in het\_vg.c, (null)  
keybrd\_draw\_glare in het\_vg.c, (null)

**DIRECTORY: ./gt/vehicle/libsrc/libhull**

FILE: hull\_init.c  
FUNCTION: hull\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FUNCTION: hull\_uninit()  
calledBy:  
network\_use\_activation in ause\_activ.c, (null)  
network\_use\_activation in use\_activ.c, (null)  
simulation\_state\_machine in main.c, (null)  
FILE: hull\_loc.c

**DIRECTORY: ./gt/vehicle/libsrc/libkin**

FILE: KXturn\_vch.c  
FUNCTION: kinematics\_turn\_vehicle(out\_kinemat, angle)  
FILE: chk\_update.c  
FUNCTION: kinematics\_update\_check(out\_kinemat)  
FILE: hull\_info.c  
FUNCTION: kinematics\_get\_w\_to\_h(out\_kinemat)  
calledBy:  
get\_packet\_parameters in kato\_control.c, (null)  
veh\_spec\_init in kato\_main.c, (null)  
process\_indirect\_fire in o\_ind\_fire.c, (null)  
rotate\_hull\_init in rot\_comm.c, (null)

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    rotate_hull_simul in rot_comm.c, (null)
    turret_get_stab_changes in turret.c, (null)
    turret_get_g_to_w in turret.c, (null)
    turret_calc_azimuth in turret.c, (null)
FUNCTION: kinematics_get_h_to_w(out_kinemat)
    calledBy:
        controller_init_orientation in kato_control.c, (null)
        controller_velocity_attach in kato_control.c, (null)
        format_vehicle_appearance in appearance.c, (null)
        format_stealth_appearance in appearance.c, (null)
        ground_frame_calc in ground.c, (null)
        turret_set_stab_sys in turret.c, (null)
FUNCTION: kinematics_get_h_to_o(out_kinemat)
    calledBy:
        process_indirect_fire in o_ind_fire.c, (null)
FUNCTION: kinematics_get_o_to_h(out_kinemat)
    calledBy:
        lock_on_target_vehicle in kato_attach.c, (null)
        controller_init_orientation in kato_control.c, (null)
        controller_terrain_follow in kato_control.c, (null)
        keyboard_simul in kato_keybrd.c, (null)
        veh_spec_init in kato_main.c, (null)
        process_fire in fire.c, (null)
        format_vehicle_appearance in appearance.c, (null)
        format_stealth_appearance in appearance.c, (null)
        process_msg_local_terrain in proc_l_terr.c, (null)
        process_msg_lt_piece in proc_lt_pi.c, IFDEF OLD
        rotate_hull_init in rot_comm.c, (null)
        rotate_hull_simul in rot_comm.c, (null)
        sad_simul in old_way_ed.c, (null)
        waypoint_editor in way_ed.c, (null)
        sad_simul in way_ed.c, (null)
FUNCTION: kinematics_get_u_norm(out_kinemat)
FUNCTION: kinematics_get_velocity(out_kinemat)
    calledBy:
        format_vehicle_appearance in appearance.c, (null)
        format_stealth_appearance in appearance.c, (null)
FUNCTION: kinematics_get_d_pos(out_kinemat)
FUNCTION: kinematics_get_slope_ind(out_kinemat, hull_dir, cos_hull_slope)
FILE: kin_init.c
    FUNCTION: kinematics_uninit(out_kinemat)
        calledBy:
            hull_uninit in hull_init.c, (null)
            kinematics_init in kin_init.c, (null)
    FUNCTION: kinematics_init(veh_kin, veh_bigwh, veh_susp, veh_terr)
        calledBy:
            hull_init in hull_init.c, (null)
FILE: kin_loc.c
FILE: kin_simul.c
    FUNCTION: kinematics_simul(out_kinemat)
        calledBy:
            simulation_state_machine in main.c, (null)
FILE: move_veh.c
    FUNCTION: kinematics_move_vehicle(out_kinemat, inc)

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FILE: p\_c\_sines.c

FUNCTION: kinematics\_cant\_cos(out\_kinemat)

FUNCTION: kinematics\_pitch\_cos(out\_kinemat)

FUNCTION: kinematics\_cant\_sin(out\_kinemat)

FUNCTION: kinematics\_pitch\_sin(out\_kinemat)

FILE: set\_loc\_kin.c

FUNCTION: kinematics\_set\_local\_kinematics(loc\_kin)

calledBy:

kinematics\_simul in kin\_simul.c, (null)

FUNCTION: kinematics\_fix\_matrix(w\_to\_h, h\_to\_w, h\_to\_o, o\_to\_h)

calledBy:

kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)

FUNCTION: get\_orient\_vecs(loc\_kin, u\_ptr, v\_ptr, w\_ptr)

calledBy:

kinematics\_set\_local\_kinematics in set\_loc\_kin.c, (null)

FILE: sqr\_range.c

FUNCTION: kinematics\_range\_squared(out\_kinemat, p2)

calledBy:

process\_msg\_hit in kato\_cig.c, IFDEF old

process\_fire in fire.c, (null)

process\_indirect\_fire in indir\_fire.c, (null)

process\_indirect\_fire in o\_ind\_fire.c, (null)

process\_show\_effect in show\_effect.c, (null)

missile\_hellfire\_fly in miss\_hellfr.c, (null)

missile\_stinger\_fly in miss\_stinger.c, (null)

missile\_tow\_fly in miss\_tow.c, (null)

missile\_util\_comm\_fly\_missile in util\_comm.c, (null)

missile\_util\_comm\_check\_detonate in util\_comm.c, (null)

missile\_util\_comm\_check\_sub\_mun in util\_comm.c, (null)

missile\_util\_comm\_release\_sub\_munition in util\_comm.c, (null)

process\_msg\_hit\_return in proc\_hit.c, (null)

FILE: turn\_veh.c

FUNCTION: kinematics\_turn\_vehicle(out\_kinemat, angle)

FILE: update.c

FUNCTION: kinematics\_update\_rva(out\_kinemat)

FILE: veh\_init.c

FUNCTION: kinematics\_pos\_init(out\_kinemat, x, y, yaw)

calledBy:

network\_use\_activation in ause\_activ.c, (null)

network\_use\_activation in use\_activ.c, (null)

kinematics\_uninit in kin\_init.c, (null)

FUNCTION: kinematics\_vehicle\_init(loc\_kin, x, y, yaw)

calledBy:

kinematics\_simul in kin\_simul.c, (null)

kinematics\_pos\_init in veh\_init.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libmain

FILE: main.c

FUNCTION: enter\_gracefully()

calledBy:

main in niu\_main.c, (null)

main in calibrate.c, (null)

main in ncalib.c, (null)

main in panel\_test.c, (null)  
main in kato\_main.c, (null)  
FUNCTION: exit\_gracefully(reboot)  
calledBy:  
dump\_core in dump\_core.c, IFDEF\_GT\_  
keyboard\_simul in niu\_keybrd.c, (null)  
main in calibrate.c, (null)  
calib\_get\_mode in calibrate.c, (null)  
calib\_file\_nomatch in calibrate.c, (null)  
get\_calib\_values in calibrate.c, (null)  
get\_pos in calibrate.c, (null)  
write\_calib\_file in calibrate.c, (null)  
main in ncalib.c, (null)  
calib\_file\_nomatch in ncalib.c, (null)  
get\_calib\_values in ncalib.c, (null)  
write\_calib\_file in ncalib.c, (null)  
main in panel\_test.c, (null)  
report\_and\_exit in panel\_test.c, (null)  
main in panel\_test.c, (null)  
report\_and\_exit in panel\_test.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
FUNCTION: activate\_simulation()  
calledBy:  
network\_process\_activate\_request in nwk\_activ.c, (null)  
network\_use\_activation in ause\_activ.c, (null)  
network\_use\_activation in use\_activ.c, (null)  
FUNCTION: deactivate\_simulation()  
calledBy:  
process\_deactivate\_me in deactivate.c, (null)  
FUNCTION: sim\_state\_startup()  
calledBy:  
main in niu\_main.c, (null)  
main in kato\_main.c, (null)  
FUNCTION: sim\_state\_idle()  
calledBy:  
enter\_gracefully in stt\_machine.c, (null)  
simulation\_state\_machine in stt\_machine.c, (null)  
enter\_gracefully in main.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: sim\_state\_siminit()  
calledBy:  
activate\_simulation in stt\_machine.c, (null)  
activate\_simulation in main.c, (null)  
FUNCTION: sim\_state\_simulate()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: sim\_state\_simstop()  
calledBy:  
deactivate\_simulation in stt\_machine.c, (null)  
deactivate\_simulation in main.c, (null)  
FUNCTION: sim\_state\_simexit()  
calledBy:  
exit\_gracefully in stt\_machine.c, (null)

exit\_gracefully in main.c, (null)  
FUNCTION: sim\_state\_simulating()  
calledBy:  
network\_process\_a\_packet in nwk\_pkt.c, (null)  
network\_process\_a\_packet in nwk\_pkt.c, IF 0  
exit\_gracefully in stt\_machine.c, (null)  
process\_sim\_transaction in proc\_a\_pkt.c, (null)  
process\_a\_packet in proc\_a\_pkt.c, (null)  
FUNCTION: sim\_state\_sounds\_denied()  
calledBy:  
sound\_denial\_check in kato\_sound.c, (null)  
FUNCTION: use\_cig\_reconfig\_startup()  
calledBy:  
veh\_spec\_startup in kato\_main.c, (null)  
FUNCTION: simulation\_state\_machine()  
calledBy:  
main in niu\_main.c, (null)  
main in kato\_main.c, (null)  
FUNCTION: cjc\_dont\_use\_filter()  
FUNCTION: dont\_use\_filter()  
FILE: read\_pars.c  
FUNCTION: main\_process\_pars\_arg(argv\_1, def\_path, def\_fn)  
calledBy:  
main in kato\_main.c, (null)  
FUNCTION: get\_eye\_to\_screen\_distance()  
calledBy:  
keybrd\_send\_stamp\_init\_model in het\_kin.c, (null)  
compute\_pseudo\_gaze in het\_ldam.c, (null)  
FUNCTION: get\_libmsg\_pars\_file()  
calledBy:  
msg\_startup in msg\_init.c, (null)  
FUNCTION: get\_vconfig\_file1()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
veh\_spec\_startup in kato\_main.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_vconfig\_file2()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_asid\_map\_file()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
veh\_spec\_startup in niu\_main.c, (null)  
veh\_spec\_startup in kato\_main.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_veh\_map\_file()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
veh\_spec\_startup in niu\_main.c, (null)  
veh\_spec\_startup in kato\_main.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_ammo\_map\_file()  
calledBy:



print\_pars\_files in stt\_pars.c, (null)  
veh\_spec\_startup in niu\_main.c, (null)  
veh\_spec\_startup in kato\_main.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_sdamage\_file()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_thresh\_file()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_idle\_filter\_file()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_priority\_list\_file()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
print\_pars\_files in stt\_pars.c, (null)  
simulation\_state\_machine in main.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_register\_file()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_devices\_file()  
FUNCTION: get\_calib\_file()  
FUNCTION: main\_get\_assoc\_def\_file()  
calledBy:  
network\_init in network\_init.c, (null)  
FUNCTION: get\_het\_calib\_file()  
FUNCTION: get\_sim\_filter\_file()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_default\_db\_name()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
main in niu\_main.c, (null)  
main in kato\_main.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_default\_db\_version()  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
main in niu\_main.c, (null)  
main in kato\_main.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_ded\_override(subsys\_id)  
calledBy:  
print\_pars\_files in stt\_pars.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_db\_override(subsys\_id)  
calledBy:

print\_pars\_files in stt\_pars.c, (null)  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_constants\_file()  
calledBy:  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_overlay\_file(subsys\_id)  
calledBy:  
cig\_reconfig\_start in cig\_r\_start.c, IFDEF\_GT\_  
print\_pars\_files in read\_pars.c, (null)  
FUNCTION: get\_waypoint\_list()  
calledBy:  
print\_pars\_files in read\_pars.c, (null)  
store\_waypoints in way\_ed.c, (null)  
recall\_waypoints in way\_ed.c, (null)  
FUNCTION: print\_pars\_files()

**DIRECTORY: ./gt/vehicle/libsrc/libmissile**

FILE: fuze\_prox.c

FUNCTION: missile\_fuze\_prox\_init()  
calledBy:  
missile\_adat\_init in miss\_adat.c, (null)  
missile\_stinger\_init in miss\_stinger.c, (null)  
missile\_hydra\_init in rkt\_hydra.c, (null)  
FUNCTION: missile\_fuze\_prox(msl\_ptr, msl\_type, target\_flag, targ\_vehicle\_id,  
first\_targ, veh\_list, invest\_dist\_2, prox\_dist\_2)  
calledBy:  
missile\_adat\_fly in miss\_adat.c, (null)  
missile\_stinger\_fly in miss\_stinger.c, (null)  
FUNCTION: missile\_fuze\_all\_prox(msl\_ptr, msl\_type, target\_flag, targ\_vehicle\_id,  
first\_targ, veh\_list, invest\_dist\_2, prox\_dist\_2)  
calledBy:  
missile\_flechette\_fly in sub\_flech.c, (null)  
FUNCTION: missile\_fuze\_invest\_prox(msl\_ptr, msl\_type, target\_flag,  
targ\_vehicle\_id, first\_targ, veh\_list, invest\_dist\_2, prox\_dist\_2)  
calledBy:  
missile\_fuze\_prox in fuze\_prox.c, (null)  
missile\_fuze\_all\_prox in fuze\_prox.c, (null)  
FUNCTION: missile\_fuze\_detonate\_prox(msl\_ptr, msl\_type, first\_targ, prox\_dist\_2,  
not\_found\_expl)  
calledBy:  
missile\_fuze\_prox in fuze\_prox.c, (null)  
missile\_fuze\_all\_prox in fuze\_prox.c, (null)  
missile\_flechette\_fly in sub\_flech.c, (null)  
FUNCTION: missile\_fuze\_prox\_stop(first\_targ)  
calledBy:  
missile\_adat\_stop in miss\_adat.c, (null)  
missile\_stinger\_stop in miss\_stinger.c, (null)  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
FUNCTION: get\_prox()  
calledBy:  
missile\_fuze\_invest\_prox in fuze\_prox.c, (null)  
FUNCTION: free\_prox(prox\_ptr)  
calledBy:

missile\_fuze\_prox in fuze\_prox.c, (null)  
missile\_fuze\_invest\_prox in fuze\_prox.c, (null)  
missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
missile\_fuze\_prox\_stop in fuze\_prox.c, (null)  
FUNCTION: f2d\_mat\_transpose(src, dst)  
calledBy:  
missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
FUNCTION: dfd\_vec\_sub(v1, v2, result)  
FUNCTION: f2d\_vec\_scale(v, scale\_factor, result)  
calledBy:  
missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)  
FILE: miss\_adat.c  
FUNCTION: missile\_adat\_init(missile\_array, num\_missiles)  
FUNCTION: missile\_adat\_is\_free(missile)  
FUNCTION: missile\_adat\_fire(aptr, target\_type, launch\_point, loc\_sight\_to\_world,  
launch\_speed, range\_to\_intercept, tube, target\_vehicle\_id)  
FUNCTION: missile\_adat\_fly\_missiles(sight\_location, loc\_sight\_to\_world, veh\_list)  
FUNCTION: missile\_adat\_fly(aptr, sight\_location, loc\_sight\_to\_world, tube, veh\_list)  
calledBy:  
missile\_adat\_fly\_missiles in miss\_adat.c, (null)  
FUNCTION: missile\_adat\_reset\_missiles()  
FUNCTION: missile\_adat\_stop(aptr)  
calledBy:  
missile\_adat\_fly in miss\_adat.c, (null)  
FILE: miss\_atgm.c  
FUNCTION: missile\_atgm\_init(tptr)  
FUNCTION: missile\_atgm\_fire(tptr, launch\_point, loc\_sight\_to\_world, launch\_speed,  
tube, try\_to\_hit\_target, target\_id, target\_loc)  
FUNCTION: missile\_atgm\_fly(tptr, sight\_location, loc\_sight\_to\_world)  
FUNCTION: missile\_atgm\_stop(tptr)  
calledBy:  
missile\_atgm\_fly in miss\_atgm.c, (null)  
FUNCTION: missile\_atgm\_cut\_wire(tptr)  
FILE: miss\_hellfr.c  
FUNCTION: missile\_hellfire\_init(mptr)  
FUNCTION: missile\_hellfire\_set\_speed\_factor(scale\_speed)  
FUNCTION: missile\_hellfire\_set\_max\_range\_limit(limit\_range)  
FUNCTION: missile\_hellfire\_set\_ammo\_type(ammo)  
FUNCTION: missile\_hellfire\_calc\_tof(range)  
calledBy:  
missile\_hellfire\_fire in miss\_hellfr.c, IFDEF notdeff  
FUNCTION: missile\_hellfire\_fire(mptr, launch\_point, launch\_to\_world,  
launch\_speed, tube)  
FUNCTION: missile\_hellfire\_fly(mptr, target\_location)  
FUNCTION: missile\_hellfire\_stop(mptr)  
calledBy:  
missile\_hellfire\_fly in miss\_hellfr.c, (null)  
FILE: miss\_kem.c  
FUNCTION: missile\_kem\_init(missile\_array, num\_missiles)  
FUNCTION: missile\_kem\_is\_free(missile)  
FUNCTION: missile\_kem\_fire(kptr, launch\_point, loc\_sight\_to\_world, launch\_speed,  
target\_id, target\_loc, target\_vehicle\_id)  
FUNCTION: missile\_kem\_update\_guidance(missile, target\_location)  
FUNCTION: missile\_kem\_fly(missile)

FUNCTION: missile\_kem\_reset\_missiles()  
FUNCTION: missile\_kem\_stop(kptr)  
    calledBy:  
        missile\_kem\_fly in miss\_kem.c, (null)

FILE: miss\_maverck.c  
FUNCTION: missile\_maverick\_init(missile\_array, num\_missiles)  
FUNCTION: missile\_maverick\_ready()  
FUNCTION: missile\_maverick\_pre\_launch(mvptr, launch\_point, launch\_to\_world, veh\_list)  
FUNCTION: missile\_maverick\_fire(mvptr, launch\_point, launch\_to\_world, launch\_speed, tube)  
FUNCTION: missile\_maverick\_fly\_missiles(veh\_list)  
FUNCTION: missile\_maverick\_fly(mvptr, veh\_list)  
    calledBy:  
        missile\_maverick\_fly\_missiles in miss\_maverck.c, (null)

FUNCTION: missile\_maverick\_stop(mvptr)  
    calledBy:  
        missile\_maverick\_fly in miss\_maverck.c, (null)

FILE: miss\_nlos.c  
FUNCTION: missile\_nlos\_init(mptr)  
    calledBy:  
        nlos\_init in kato\_nlos.c, (null)

FUNCTION: missile\_nlos\_fire(mptr, launch\_point, launch\_to\_world, launch\_speed, tube)  
    calledBy:  
        nlos\_launch in kato\_nlos.c, (null)  
        nlos\_launch\_trailing\_missile in kato\_nlos.c, (null)

FUNCTION: missile\_nlos\_fly(mptr, nlos\_target\_loc, target\_scheme)  
    calledBy:  
        nlos\_simul in kato\_nlos.c, (null)

FUNCTION: missile\_nlos\_stop(mptr)  
    calledBy:  
        missile\_nlos\_fly in miss\_nlos.c, (null)

FILE: miss\_stinger.c  
FUNCTION: missile\_stinger\_init(missile\_array, num\_missiles)  
FUNCTION: missile\_stinger\_set\_speed\_factor(scale\_speed)  
FUNCTION: missile\_stinger\_set\_max\_range\_limit(limit\_range)  
FUNCTION: missile\_stinger\_set\_ammo\_type(ammo)  
FUNCTION: missile\_stinger\_ready()  
FUNCTION: missile\_stinger\_pre\_launch(sptra, launch\_point, launch\_to\_world, veh\_list)  
FUNCTION: missile\_stinger\_fire(sptra, launch\_point, launch\_to\_world, launch\_speed, tube)  
FUNCTION: missile\_stinger\_fly\_missiles(veh\_list)  
FUNCTION: missile\_stinger\_fly(sptra, veh\_list)  
    calledBy:  
        missile\_stinger\_fly\_missiles in miss\_stinger.c, (null)

FUNCTION: missile\_stinger\_stop(sptra)  
    calledBy:  
        missile\_stinger\_fly in miss\_stinger.c, (null)

FILE: miss\_tow.c  
FUNCTION: missile\_tow\_init(tptra)  
FUNCTION: missile\_tow\_set\_speed\_factor(scale\_speed)  
FUNCTION: missile\_tow\_set\_max\_range\_limit(limit\_range)

FUNCTION: missile\_tow\_set\_ammo\_type(ammo)  
FUNCTION: missile\_tow\_fire(tptr, launch\_point, loc\_sight\_to\_world, launch\_speed, tube)  
FUNCTION: missile\_tow\_fly(tptr, sight\_location, loc\_sight\_to\_world)  
FUNCTION: missile\_tow\_stop(tptr)  
calledBy:  
missile\_tow\_fly in miss\_tow.c, (null)  
FUNCTION: missile\_tow\_cut\_wire(tptr)  
FILE: rkt\_hydra.c  
FUNCTION: missile\_hydra\_init(rocket\_array, num\_rocket)  
FUNCTION: missile\_hydra\_is\_free(rocket)  
FUNCTION: missile\_hydra\_set\_pylon\_position\_offsets(x, y, z)  
FUNCTION: missile\_hydra\_set\_speed\_factor(speed\_scale)  
FUNCTION: missile\_hydra\_set\_max\_range\_limit(limit\_range)  
FUNCTION: missile\_hydra\_set\_pylon\_articulation(tgt\_range, rkt\_type, time, se\_angle, lead\_angle)  
FUNCTION: missile\_hydra\_fire(rkt\_type, ammo, launch\_pt, launch\_orient, launch\_speed)  
FUNCTION: missile\_hydra\_fly\_rockets()  
FUNCTION: missile\_hydra\_fly(rkt)  
calledBy:  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
FUNCTION: missile\_hydra\_stop(rkt)  
calledBy:  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
missile\_hydra\_fly in rkt\_hydra.c, (null)  
FUNCTION: missile\_hydra\_purge\_free\_missiles()  
calledBy:  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
FUNCTION: mbmat(mat)  
FUNCTION: mbmat\_nan(mat)  
FUNCTION: mbm(n, msg)  
FUNCTION: mbfl(n, msg)  
FILE: sub\_flech.c  
FUNCTION: flechette\_is\_valid\_veh(veh)  
FUNCTION: missile\_flechette\_init(bmptr, sub\_mun, init\_speed)  
calledBy:  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
FUNCTION: missile\_flechette\_fly(bmptr, sub\_mun, veh\_list)  
calledBy:  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
FILE: sub\_m73.c  
FUNCTION: missile\_m73\_init(bmptr, sub\_mun, speed)  
calledBy:  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
FUNCTION: missile\_m73\_drop(bmptr, sub\_mun)  
calledBy:  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
FUNCTION: missile\_m73\_impact(bmptr, sub\_mun)  
calledBy:  
missile\_hydra\_fly\_rockets in rkt\_hydra.c, (null)  
FUNCTION: missile\_m73\_get\_impact(release\_pt, impact\_pt, mCw, height)  
calledBy:  
missile\_m73\_drop in sub\_m73.c, (null)

missile\_m73\_impact in sub\_m73.c, (null)

FILE: targ\_agm.c

FUNCTION: missile\_target\_agm(mptr, target, sin\_unguide, cos\_unguide, sin\_climb, cos\_climb, sin\_lock, cos\_lock, cos\_term, cos\_lose)

calledBy:

missile\_hellfire\_fly in miss\_hellfr.c, (null)

missile\_maverick\_fly in miss\_maverck.c, (null)

FUNCTION: agm\_seek(mptr, sin\_unguide, cos\_unguide)

calledBy:

missile\_target\_agm in targ\_agm.c, (null)

FILE: targ\_ground.c

FUNCTION: missile\_target\_ground(mptr)

calledBy:

missile\_atgm\_fly in miss\_atgm.c, (null)

missile\_hellfire\_fly in miss\_hellfr.c, (null)

missile\_stinger\_fly in miss\_stinger.c, (null)

missile\_tow\_fly in miss\_tow.c, (null)

FILE: targ\_intrcpt.c

FUNCTION: missile\_target\_intercept\_pre\_burnout(mptr, tptr, burn\_range, burn\_time, burn\_deg, range\_1, range\_2, deg)

calledBy:

missile\_stinger\_fly in miss\_stinger.c, (null)

FUNCTION: missile\_target\_intercept(mptr, tptr, range\_1, range\_2, deg)

calledBy:

missile\_stinger\_fly in miss\_stinger.c, (null)

missile\_target\_intercept\_pre\_burnout in targ\_intrcpt.c, (null)

FUNCTION: missile\_target\_intercept\_find\_poly(speed\_deg, init\_speed, speed, range, range\_2)

calledBy:

missile\_stinger\_fire in miss\_stinger.c, (null)

FILE: targ\_lev\_los.c

FUNCTION: missile\_target\_level\_los(mptr, sight\_location, loc\_sight\_to\_world)

calledBy:

missile\_tow\_fly in miss\_tow.c, (null)

FILE: targ\_los.c

FUNCTION: missile\_target\_los(mptr, sight\_location, loc\_sight\_to\_world)

calledBy:

missile\_adat\_fly in miss\_adat.c, (null)

FILE: targ\_losbias.c

FUNCTION: missile\_target\_los\_bias(mptr, sight\_location, loc\_sight\_to\_world, bias\_x, bias\_z)

calledBy:

missile\_adat\_fly in miss\_adat.c, (null)

FILE: targ\_nlos.c

FUNCTION: missile\_target\_nlos(mptr, nlos\_control\_input)

calledBy:

missile\_nlos\_fly in miss\_nlos.c, (null)

FUNCTION: missile\_nlos\_fly\_to\_point(mptr, nlos\_target)

calledBy:

missile\_nlos\_fly in miss\_nlos.c, (null)

FILE: targ\_point.c

FUNCTION: missile\_target\_point(mptr, loc)

calledBy:

missile\_atgm\_fly in miss\_atgm.c, (null)

missile\_kem\_fly in miss\_kem.c, (null)

FILE: targ\_pursuit.c

FUNCTION: missile\_target\_pursuit(mptr, tptr)

calledBy:

- missile\_maverick\_pre\_launch in miss\_maverck.c, (null)
- missile\_nlos\_fly in miss\_nlos.c, (null)
- missile\_stinger\_pre\_launch in miss\_stinger.c, (null)

FILE: targ\_unguide.c

FUNCTION: missile\_target\_unguided(mptr)

calledBy:

- missile\_adat\_fly in miss\_adat.c, (null)
- missile\_atgm\_fly in miss\_atgm.c, (null)
- missile\_nlos\_fly in miss\_nlos.c, (null)
- missile\_stinger\_fly in miss\_stinger.c, (null)

FILE: util\_ball.c

FUNCTION: missile\_util\_ballistics\_calc\_time(table, table\_size, range)

calledBy:

- missile\_util\_ballistics\_calc\_se in util\_ball.c, (null)
- missile\_util\_ballistics\_calc\_traj in util\_ball.c, (null)

FUNCTION: missile\_util\_ballistics\_calc\_se(table, table\_size, range)

FUNCTION: missile\_util\_ballistics\_calc\_traj(table, table\_size, range, distance, height, tof, se)

calledBy:

- missile\_hydra\_set\_pylon\_articulation in rkt\_hydra.c, (null)

FUNCTION: missile\_util\_load\_ball\_traj\_file(file, table)

calledBy:

- missile\_hydra\_init in rkt\_hydra.c, (null)

FUNCTION: missile\_util\_load\_ball\_param\_file(file, yb\_coeff, zb\_coeff)

FUNCTION: eof(fp)

calledBy:

- read\_firing\_table in genbal.c, (null)
- ballistics\_load\_trajectory\_file in ball\_load.c, IFNDEF\_GT
- missile\_util\_load\_ball\_traj\_file in util\_ball.c, IFNDEF\_GT

FILE: util\_comm.c

FUNCTION: missile\_util\_comm\_init()

calledBy:

- missile\_util\_init in util\_init.c, (null)

FUNCTION: missile\_util\_comm\_fire\_missile(msl\_ptr, msl\_type, ammo\_type, distinguished, other, target\_id, target\_type, fuze, tube)

calledBy:

- missile\_adat\_fire in miss\_adat.c, (null)
- missile\_atgm\_fire in miss\_atgm.c, (null)
- missile\_hellfire\_fire in miss\_hellfr.c, (null)
- missile\_kem\_fire in miss\_kem.c, (null)
- missile\_maverick\_fire in miss\_maverck.c, (null)
- missile\_nlos\_fire in miss\_nlos.c, (null)
- missile\_stinger\_fire in miss\_stinger.c, (null)
- missile\_tow\_fire in miss\_tow.c, (null)
- missile\_hydra\_fire in rkt\_hydra.c, (null)

FUNCTION: missile\_util\_comm\_fly\_missile(msl\_ptr, msl\_type, chord\_start, velocity)

calledBy:

- missile\_util\_flyout in util\_flyout.c, (null)
- missile\_util\_ball\_flyout in util\_flyout.c, (null)

FUNCTION: missile\_util\_comm\_fuze\_detonate(msl\_ptr, msl\_type, target\_id, miss\_pt, chord\_start, chord\_end, targ\_w\_to\_h, targ\_class)

calledBy:

missile\_fuze\_detonate\_prox in fuze\_prox.c, (null)

FUNCTION: missile\_util\_comm\_stop\_missile(msl\_ptr, msl\_type)

calledBy:

missile\_adat\_stop in miss\_adat.c, (null)

missile\_atgm\_stop in miss\_atgm.c, (null)

missile\_hellfire\_stop in miss\_hellfr.c, (null)

missile\_kem\_stop in miss\_kem.c, (null)

missile\_maverick\_stop in miss\_maverck.c, (null)

missile\_nlos\_stop in miss\_nlos.c, (null)

missile\_stinger\_stop in miss\_stinger.c, (null)

missile\_tow\_stop in miss\_tow.c, (null)

missile\_hydra\_stop in rkt\_hydra.c, (null)

missile\_util\_comm\_fly\_missile in util\_comm.c, (null)

FUNCTION: missile\_util\_comm\_check\_intersection(msl\_ptr, msl\_type)

calledBy:

missile\_atgm\_fly in miss\_atgm.c, (null)

missile\_hellfire\_fly in miss\_hellfr.c, (null)

missile\_maverick\_fly in miss\_maverck.c, (null)

missile\_nlos\_fly in miss\_nlos.c, (null)

missile\_tow\_fly in miss\_tow.c, (null)

missile\_hydra\_fly in rkt\_hydra.c, (null)

FUNCTION: missile\_util\_comm\_check\_detonate(msl\_ptr, msl\_type)

calledBy:

missile\_adat\_fly in miss\_adat.c, (null)

missile\_atgm\_fly in miss\_atgm.c, (null)

missile\_hellfire\_fly in miss\_hellfr.c, (null)

missile\_kem\_fly in miss\_kem.c, (null)

missile\_maverick\_fly in miss\_maverck.c, (null)

missile\_nlos\_fly in miss\_nlos.c, (null)

missile\_stinger\_fly in miss\_stinger.c, (null)

missile\_tow\_fly in miss\_tow.c, (null)

missile\_hydra\_fly in rkt\_hydra.c, (null)

FUNCTION: missile\_util\_comm\_check\_timer(msl\_ptr, msl\_type)

calledBy:

missile\_hydra\_fly in rkt\_hydra.c, (null)

FUNCTION: missile\_util\_comm\_check\_sub\_mun(msl\_ptr, msl\_type, sub\_mun, sub\_mun\_type)

calledBy:

missile\_flechette\_fly in sub\_flech.c, (null)

missile\_m73\_drop in sub\_m73.c, (null)

missile\_m73\_impact in sub\_m73.c, (null)

FUNCTION: missile\_util\_comm\_release\_sub\_munition(msl\_ptr, msl\_type, sub\_mun, sub\_mun\_type, impact\_pt, velocity)

calledBy:

missile\_flechette\_init in sub\_flech.c, (null)

missile\_flechette\_fly in sub\_flech.c, (null)

missile\_m73\_init in sub\_m73.c, (null)

missile\_m73\_drop in sub\_m73.c, (null)

missile\_m73\_impact in sub\_m73.c, (null)

FUNCTION: missile\_util\_comm\_intersected\_poly(event\_id, soil\_type, intersection\_point)



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calledBy:
    process_msg_hit_return in proc_hit.c, (null)
FUNCTION: missile_util_comm_intersected_model(event_id, vehicle_id, object_type,
    intersection_point, chord_start, chord_end)
calledBy:
    process_msg_hit_return in proc_hit.c, (null)
FILE: util_eval.c
FUNCTION: missile_util_eval_poly(deg, coeff, param)
calledBy:
    missile_adat_fire in miss_adat.c, (null)
    missile_adat_fly in miss_adat.c, (null)
    missile_atgm_fire in miss_atgm.c, (null)
    missile_atgm_fly in miss_atgm.c, (null)
    missile_hellfire_calc_tof in miss_hellfr.c, (null)
    missile_hellfire_fire in miss_hellfr.c, (null)
    missile_hellfire_fly in miss_hellfr.c, (null)
    missile_kem_fire in miss_kem.c, (null)
    missile_kem_fly in miss_kem.c, (null)
    missile_maverick_fire in miss_maverck.c, (null)
    missile_maverick_fly in miss_maverck.c, (null)
    missile_stinger_fire in miss_stinger.c, (null)
    missile_stinger_fly in miss_stinger.c, (null)
    missile_tow_fire in miss_tow.c, (null)
    missile_tow_fly in miss_tow.c, (null)
    missile_flechette_fly in sub_flech.c, (null)
    missile_target_intercept_pre_burnout in targ_intrcpt.c, (null)
    missile_target_intercept in targ_intrcpt.c, (null)
    missile_util_eval_cos_coeff in util_eval.c, (null)
    missile_util_eval_newton_raphson in util_eval.c, (null)
FUNCTION: missile_util_eval_cos_coeff(mptr, coeff, param)
calledBy:
    missile_atgm_fly in miss_atgm.c, (null)
    missile_tow_fly in miss_tow.c, (null)
FUNCTION: missile_util_eval_newton_raphson(deg, coeff, seed, tolerance, max_iter)
calledBy:
    missile_target_intercept in targ_intrcpt.c, (null)
FILE: util_flyout.c
FUNCTION: missile_util_flyout(mptr)
calledBy:
    missile_adat_fly in miss_adat.c, (null)
    missile_atgm_fly in miss_atgm.c, (null)
    missile_hellfire_fly in miss_hellfr.c, (null)
    missile_kem_fly in miss_kem.c, (null)
    missile_maverick_fly in miss_maverck.c, (null)
    missile_nlos_fly in miss_nlos.c, (null)
    missile_stinger_fly in miss_stinger.c, (null)
    missile_tow_fly in miss_tow.c, (null)
FUNCTION: missile_util_ball_flyout(bmptr, ball_entry, table_size, scale_speed)
calledBy:
    missile_hydra_fly in rkt_hydra.c, (null)
FILE: util_init.c
FUNCTION: missile_util_init()
calledBy:
    nlos_init in kato_nlos.c, (null)

```

**DIRECTORY: ./gt/vehicle/libsrc/libmsg**

FILE: ADD\_veh2cig.c

FUNCTION: add\_veh\_to\_cig\_msg(r)

FILE: add\_veh2cig.c

FUNCTION: msg\_add\_new\_othervehs()

FUNCTION: add\_dynamic\_veh\_to\_cig\_msg(vap, hash\_id)

calledBy:

cig\_msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

msg\_process\_othervehs in adj\_otherveh.c, (null)

FUNCTION: cig\_too\_many\_vehicles()

calledBy:

process\_msg\_sys\_error in proc\_sys\_err.c, (null)

FILE: adj\_chg\_stat.c

FUNCTION: msg\_adjust\_static\_vehicle(vap, hash\_id)

calledBy:

msg\_process\_othervehs in adj\_otherveh.c, (null)

FUNCTION: fill\_changed\_static\_remove\_msg(mp, hash\_id)

calledBy:

add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)

FUNCTION: fill\_changed\_static\_msg(mp, hash\_id, location, rotation, asid, new\_type)

calledBy:

add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)

FUNCTION: add\_changed\_static\_to\_cig\_msg(hash\_id, old\_type, new\_type)

calledBy:

cig\_msg\_adjust\_staticveh\_state in adj\_chg\_stat.c, (null)

msg\_adjust\_static\_vehicle in adj\_chg\_stat.c, (null)

msg\_process\_static\_wait\_list in tell\_cig.c, (null)

FILE: adj\_dyn\_msg.c

FUNCTION: msg\_adjust\_dynamic\_veh\_msgs()

calledBy:

cig\_prepare\_buffer in kato\_cig.c, (null)

FILE: adj\_otherveh.c

FUNCTION: msg\_process\_othervehs()

calledBy:

msg\_adjust\_dynamic\_veh\_msgs in adj\_dyn\_msg.c, (null)

msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)

FUNCTION: add\_dynamic\_veh\_to\_cig\_msg(vap, hash\_id, mp)

calledBy:

cig\_msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

msg\_add\_new\_othervehs in add\_veh2cig.c, (null)

msg\_process\_othervehs in adj\_otherveh.c, (null)

FUNCTION: cig\_too\_many\_vehicles()

calledBy:

process\_msg\_sys\_error in proc\_sys\_err.c, (null)

FILE: app\_end.c

FUNCTION: cig\_msg\_append\_end()

calledBy:

cigex\_send\_buffer in cig\_comm.c, (null)

cig\_setup\_dr\_transfer in cig\_send\_buf.c, (null)

FILE: app\_msg\_hdr.c

FUNCTION: append\_msg\_hdr(type, length)

## calledBy:

add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)  
 push\_msg\_cig\_ctl in app\_cig\_ctl.c, (null)  
 cig\_msg\_append\_dr11\_pkt\_size in app\_dr11.c, (null)  
 cig\_msg\_append\_process\_round in app\_proc\_rnd.c, (null)  
 cig\_msg\_append\_rts4x3\_matrix in app\_rts4x3.c, (null)  
 cig\_msg\_append\_show\_effect in app\_show\_eff.c, (null)  
 cig\_msg\_append\_staticveh\_rem in app\_stat\_rm.c, (null)  
 add\_static\_veh\_to\_cig\_msg in app\_stat\_veh.c, (null)  
 cig\_msg\_append\_traj\_table\_xfer in app\_traj.c, (null)  
 cig\_msg\_append\_traj\_entry\_xfer in app\_traj.c, (null)  
 cig\_msg\_append\_view\_flags in app\_vflags.c, (null)  
 process\_keyword in config\_read.c, (null)  
 push\_msg\_file\_descr in file\_descr.c, (null)  
 cig\_msg\_append\_subsys\_modes in submode.c, IFDEF\_GT\_  
 cig\_msg\_append\_viewport\_state in vport.c, (null)  
 cig\_msg\_append\_viewport\_updates in vupdate.c, IFDEF\_GT\_  
 cig\_msg\_append\_staticveh\_rem in app\_stat\_rm.c, (null)  
 cig\_msg\_append\_staticveh\_state in app\_stat\_veh.c, (null)  
 cig\_msg\_append\_traj\_entry\_xfer in app\_traj\_ent.c, (null)  
 cig\_msg\_append\_add\_traj\_table in app\_traj\_gt.c, IFDEF\_GT\_  
 cig\_msg\_append\_traj\_entry in app\_traj\_gt.c, IFDEF\_GT\_  
 cig\_msg\_append\_delete\_traj\_table in app\_traj\_gt.c, IFDEF\_GT\_  
 cig\_msg\_append\_traj\_table\_xfer in app\_traj\_tbl.c, (null)  
 cig\_msg\_append\_view\_flags in app\_vflags.c, (null)  
 process\_keyword in config\_read.c, (null)  
 cig\_msg\_append\_lt\_state in lt\_state.c, IFDEF\_GT\_  
 cig\_msg\_append\_tf\_init\_header in terrain\_fb.c, IFDEF\_GT\_  
 cig\_msg\_append\_tf\_init\_point in terrain\_fb.c, IFDEF\_GT\_

FILE: app\_mtra\_ent.c

FUNCTION: multi\_cig\_append\_traj\_entry\_xfer(buf\_mask, bore\_x, bore\_z)

FILE: app\_mtra\_tbl.c

FUNCTION: multi\_cig\_append\_traj\_table\_xfer(buf\_mask, ammo\_type, traj\_index, count)

FILE: app\_stat\_rm.c

FUNCTION: cig\_msg\_append\_staticveh\_rem(veh\_list, num\_vehs)

## calledBy:

cig\_msg\_delete\_old\_staticvehs in app\_stat\_rm.c, (null)

FILE: app\_stat\_veh.c

FUNCTION: cig\_msg\_append\_staticveh\_state(veh\_list, num\_vehs)

FILE: app\_traj\_ent.c

FUNCTION: cig\_msg\_append\_traj\_entry\_xfer(bore\_x, bore\_z)

## calledBy:

ballistics\_load\_trajectory\_file in ball\_load.c, IFNDEF\_GT\_

multi\_cig\_append\_traj\_entry\_xfer in app\_mtra\_ent.c, (null)

FILE: app\_traj\_gt.c

FUNCTION: cig\_msg\_append\_add\_traj\_table(ammo\_type, tracer\_type, count)

## calledBy:

ballistics\_load\_trajectory\_file in ball\_load.c, IFDEF\_GT\_

FUNCTION: cig\_msg\_append\_traj\_entry(ammo\_type, entry\_index, bore\_x, bore\_z)

## calledBy:

ballistics\_load\_trajectory\_file in ball\_load.c, IFDEF\_GT\_

FUNCTION: cig\_msg\_append\_delete\_traj\_table(ammo\_type)

FILE: app\_traj\_tbl.c

FUNCTION: ~~cig\_msg~~ append\_traj\_table\_xfer(ammo\_type, traj\_index, count)  
 calledBy:  
   ballistics\_load\_trajectory\_file in ball\_load.c, IFNDEF GT\_  
   multi\_cig\_append\_traj\_table\_xfer in app\_mtra\_tbl.c, (null)

FILE: app\_vflags.c  
 FUNCTION: ~~cig\_msg~~ append\_view\_flags(view\_flags, branch\_value)  
 calledBy:  
   cigex\_msg\_configure\_view in cig\_conf\_msg.c, (null)  
   cigex\_stop\_init in cig\_init.c, (null)  
   cigex\_vp\_init in cig\_init.c, (null)  
   cigex\_msg\_configure\_view in cig\_start.c, (null)  
   cigex\_stop in cig\_stop.c, (null)  
   cig\_msg\_my\_veh\_state in niu\_cig.c, (null)  
   cig\_msg\_configure\_view in config\_msg.c, IFNDEF GT\_  
 FILE: append\_other.c  
 FUNCTION: ~~append~~ append\_other\_in\_send\_buffer()  
 calledBy:  
   add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)  
   add\_veh\_to\_cig\_msg in ADD\_veh2cig.c, (null)  
   msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
   msg\_process\_othervehs in adj\_otherveh.c, (null)

FILE: ball\_buffer.c  
 FUNCTION: init\_ballistics\_buffer()  
 calledBy:  
   simulation\_state\_machine in main.c, (null)

FUNCTION: copy\_ballistics\_buffer()  
 calledBy:  
   cig\_prepare\_buffer in kato\_cig.c, (null)

FUNCTION: store\_traj\_chord(type, tracer, id, begin, end)  
 calledBy:  
   missile\_util\_comm\_fly\_missile in util\_comm.c, (null)  
   missile\_util\_comm\_release\_sub\_munition in util\_comm.c, (null)

FUNCTION: store\_round\_fired(type, tracer, id, gunpos, gunvel, sinelv, coselv, sinazm, cosazm, est\_impact\_time, est\_impact\_range)  
 calledBy:  
   ballistics\_fire\_a\_round in ball\_fire.c, (null)

FUNCTION: store\_view\_magnification(node\_index, lod\_multiplier, i, j)  
 calledBy:  
   controller\_driver\_view in kato\_control.c, (null)  
   controller\_gun\_view in kato\_control.c, (null)

FUNCTION: store\_otherveh\_state(hash\_id, veh\_type, asid, t1, t2, t3)  
 calledBy:  
   het\_simulator\_het\_inter.c, (null)  
   ldam\_draw\_game\_over in het\_md.c, (null)  
   ldam\_draw\_glare in het\_vg.c, (null)

FUNCTION: store\_init\_stamp\_model(id, b\_mask, type, viewing\_plane, display\_plane, ded\_cat\_name, stamp\_count)  
 calledBy:  
   keybrd\_send\_stamp\_init\_model in het\_kin.c, (null)  
   keybrd\_send\_stamp\_init\_model\_TX in het\_kin.c, (null)  
   keybrd\_send\_stamp\_init\_both\_backends in het\_kin.c, (null)  
   het\_keybrd\_send\_init\_stamp\_model in het\_kin.c, IFDEF notdef

FUNCTION: store\_grow\_model(id, b\_mask, azimuth, elev, arc)  
 calledBy:

het\_keybrd\_send\_grow\_model\_TX in het\_kin.c, (null)  
het\_keybrd\_send\_ctas\_grow\_model in het\_kin.c, (null)  
ldam\_draw\_sensor\_burn in het\_sb.c, (null)  
ldam\_draw\_scotoma in het\_sc.c, (null)  
FUNCTION: store\_process\_chord(id, db\_index, type, tracer, mode, length, start, end,  
sinelv, coselv, sinazm, cosazm)  
FUNCTION: store\_request\_point\_info(x, y)  
FILE: buf\_reset.c  
FUNCTION: buffer\_reset()  
calledBy:  
io\_simul\_idle in io\_simul.c, (null)  
cig\_stop in Ocig\_stop.c, (null)  
cig\_stop in Ocig\_stop.c, IFNDEF DEF\_71  
cig\_stop in cig\_stop.c, (null)  
cig\_stop in cig\_stop.c, IFNDEF DEF\_71, IFDEF notdef  
cig\_stop in cig\_stop.c, (null)  
simulation\_state\_machine in main.c, (null)  
FILE: buf\_setup.c  
FUNCTION: buffer\_setup()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FILE: check\_all.c  
FUNCTION: check\_all(mbp, bnum)  
calledBy:  
check\_buffer in checkbuffer.c, (null)  
cig\_reconfig\_start in cig\_r\_start.c, (null)  
check\_buffer in checkbuffer.c, (null)  
process\_msg\_sys\_error in proc\_sys\_err.c, IFDEF \_GT\_  
FILE: checkbuffer.c  
FUNCTION: check\_buffer(mbp, bnum)  
calledBy:  
io\_simul in io\_simul.c, IFDEF \_GT\_  
io\_simul in io\_simul.c, IFNDEF \_GT\_  
cigex\_wakeup\_cig in cig\_start.c, IFDEF  
NOT\_UNTIL\_LARGER\_BUFFER\_AVAILABLE  
cigex\_wakeup\_cig in cig\_start.c, (null)  
cig\_reconfig\_start in cig\_r\_start.c, (null)  
FUNCTION: print\_msg\_pass\_on(hp, len)  
FILE: cig\_copy\_buf.c  
FUNCTION: cig\_copy\_othervehs(src\_start, src\_end, dest\_start)  
FILE: cig\_flushbuf.c  
FUNCTION: cig\_flush\_buffer()  
calledBy:  
net\_simul in net\_simul.c, (null)  
io\_simul in io\_simul.c, (null)  
FILE: clr\_n\_mapped.c  
FUNCTION: clear\_n\_mapped()  
calledBy:  
buffer\_reset in buf\_reset.c, (null)  
FILE: cconfig\_key.c  
FUNCTION: key\_list\_initialized()  
calledBy:  
cig\_read\_configfile in config\_read.c, (null)  
FUNCTION: key\_list\_init()

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    calledBy:
        cig_read_configfile in config_read.c, (null)
    FUNCTION: add_keyword(listP, keyword, type, offset, length, state)
    calledBy:
        key_list_init in config_key.c, (null)
    FUNCTION: lookup_keyword(keyword, table_list)
    calledBy:
        cig_read_configfile in config_read.c, (null)
    FILE: config_msg.c
    FUNCTION: cig_set_view_config_file(file_name)
    calledBy:
        veh_spec_startup in kato_main.c, (null)
    FUNCTION: cig_set_traj_config_file(file_name)
    FUNCTION: cig_msg_configure_traj()
    FUNCTION: cig_msg_configure_view(buf_index)
    calledBy:
        cig_setup_configuration in kato_cig.c, (null)
        cig_setup_configuration in cig_set_conf.c, (null)
    FILE: config_read.c
    FUNCTION: config_pos_init(pos, head)
    FUNCTION: config_pos_init2(pos, rot)
    calledBy:
        veh_spec_init in kato_main.c, (null)
    FUNCTION: cig_read_configfile(file_name, config_nameP)
    calledBy:
        cigex_msg_configure_view in cig_conf_msg.c, (null)
        cigex_msg_configure_view in cig_start.c, (null)
        cig_msg_configure_traj in config_msg.c, (null)
        cig_msg_configure_view in config_msg.c, (null)
    FUNCTION: read_keyword_data(keywordP, input_str)
    calledBy:
        cig_read_configfile in config_read.c, (null)
    FUNCTION: process_keyword(state, keywordP, table_list)
    calledBy:
        cig_read_configfile in config_read.c, (null)
    FUNCTION: send_buffer()
    calledBy:
        process_keyword in config_read.c, (null)
    FILE: dealloc_abuf.c
    FUNCTION: deallocate_appended_buffer_space(length)
    calledBy:
        add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
    FILE: dealloc_pbuf.c
    FUNCTION: deallocate_prependded_buffer_space(length)
    calledBy:
        add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
    FILE: del_veh.c
    FUNCTION: delete_veh_from_cig_msg(veh_id, hash_id, class)
    calledBy:
        cig_msg_delete_old_othervehs in del_veh.c, (null)
        msg_process_othervehs in adj_otherveh.c, (null)
    FILE: flushbuf.c
    FUNCTION: flush_buffer()
    calledBy:

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cigex\_msg\_configure\_view in cig\_conf\_msg.c, (null)  
 cigex\_stop\_init in cig\_init.c, (null)  
 cigex\_vp\_init in cig\_init.c, (null)  
 cigex\_prepare\_no\_op in cig\_no\_op.c, (null)  
 cigex\_msg\_configure\_view in cig\_start.c, (null)  
 cigex\_wakeup\_cig in cig\_start.c, IFDEF notdef  
 cigex\_wakeup\_cig in cig\_start.c, (null)  
 cigex\_wakeup\_cig in cig\_start.c, IFDEF  
 NOT\_UNTIL\_LARGER\_BUFFER\_AVAILABLE  
 cigex\_wakeup\_cig in cig\_start.c, (null)  
 cigex\_wakeup\_cig in cig\_start.c, IFDEF old  
 cigex\_start in cig\_start.c, (null)  
 cigex\_stop in cig\_stop.c, (null)  
 cigex\_synchronize in cig\_sync.c, (null)  
 send\_buffer in config\_read.c, (null)  
 net\_simul in n\_net\_simul.c, (null)  
 cigdownl in cigdownl.c, (null)  
 cigls in cigls.c, (null)  
 cigmv in cigmv.c, (null)  
 cigrm in cigrm.c, (null)  
 cigupl in cigupl.c, (null)  
 get\_cigfile\_size in cigupl.c, (null)  
 setup\_to\_upload in cigupl.c, (null)  
 prepare\_no\_op in msgs.c, (null)  
 cigutil\_file\_xfer\_setup in util.c, (null)  
 cigutil\_last\_write in util.c, (null)  
 cigutil\_change\_buf\_sizes in util.c, (null)  
 exchange\_buffers in ball\_load.c, (null)  
 ballistics\_load\_trajectory\_file in ball\_load.c, (null)  
 cig\_stop in Ocig\_stop.c, (null)  
 cig\_stop in Ocig\_stop.c, IFNDEF DEF\_71  
 cig\_stop in Ocig\_stop.c, (null)  
 cig\_prepare\_no\_op in cig\_no\_op.c, (null)  
 cig\_reconfig\_start in cig\_r\_start.c, (null)  
 cig\_stop in cig\_stop.c, (null)  
 cig\_stop in cig\_stop.c, IFNDEF DEF\_71  
 cig\_stop in cig\_stop.c, IFNDEF DEF\_71, IFDEF notdef  
 cig\_stop in cig\_stop.c, (null)  
 cig\_synchronize in cig\_sync.c, (null)  
 cig\_flush\_buffer in cig\_flushbuf.c, (null)  
 cig\_msg\_configure\_view in config\_msg.c, (null)  
 send\_buffer in config\_read.c, (null)

FILE: get\_asid.c

FUNCTION: cig\_msg\_set\_asid(value, clear\_mask)

FUNCTION: cig\_msg\_clear\_asid(value)

FUNCTION: cig\_msg\_set\_bumper\_numbers(marking)

FUNCTION: cig\_msg\_get\_asid()

FILE: get\_back.c

FUNCTION: get\_back\_of\_send\_buffer(buf\_index)

FILE: get\_cig\_mask.c

FUNCTION: get\_cig\_mask()

FILE: get\_debug.c

FUNCTION: get\_static\_debug()

FILE: get\_front.c

FUNCTION: get\_front\_of\_send\_buffer(buf\_index)  
 calledBy:  
   io\_simul in io\_simul.c, IFDEF\_GT\_  
   io\_simul in io\_simul.c, IFNDEF\_GT\_  
   cig\_reconfig\_start in cig\_r\_start.c, (null)  
   cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFNDEF\_DEF\_71  
   cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFDEF\_DEF\_71  
   cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFNDEF\_DEF\_71  
   cig\_kickoff\_dr\_transfer in cig\_send\_buf.c, IFDEF\_DEF\_71  
   cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFNDEF\_DEF\_71  
   cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFDEF\_DEF\_71  
   cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFNDEF\_DEF\_71  
   cig\_poll\_dr\_transfer in cig\_send\_buf.c, IFDEF\_DEF\_71  
   process\_msg\_sys\_error in proc\_sys\_err.c, IFDEF\_GT\_  
 FILE: get\_init\_buf.c  
 FUNCTION: get\_init\_ptrs()  
 calledBy:  
   setup\_buffer\_ptrs in setup\_buf.c, (null)  
 FILE: get\_n\_mapped.c  
 FUNCTION: get\_n\_mapped()  
 FILE: get\_other\_st.c  
 FUNCTION: get\_other\_start\_in\_send\_buffer(buf\_index)  
 FILE: get\_sbuffer.c  
 FUNCTION: get\_sbuffer()  
 FILE: lt\_state.c  
 FUNCTION: cig\_msg\_prepend\_lt\_state(code, size, interval)  
 FUNCTION: cig\_msg\_append\_lt\_state(code, size, interval)  
 calledBy:  
   cig\_setup\_configuration in kato\_cig.c, IFDEF\_GT\_  
 FILE: make\_include.c  
 FILE: msg\_hash.c  
 FUNCTION: msg\_get\_hash\_table\_size()  
 calledBy:  
   msg\_process\_othervehs in adj\_otherveh.c, (null)  
   msg\_write\_hash\_table in msg\_loc.c, (null)  
 FUNCTION: msg\_create\_hash\_table()  
 calledBy:  
   msg\_startup in msg\_init.c, (null)  
 FUNCTION: msg\_init\_hash\_table()  
 calledBy:  
   msg\_init in msg\_init.c, (null)  
 FUNCTION: msg\_add\_hash\_entry(vehicleID)  
 calledBy:  
   add\_dynamic\_veh\_to\_cig\_msg in add\_veh2cig.c, (null)  
   add\_static\_veh\_to\_cig\_msg in app\_stat\_veh.c, (null)  
   msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
   msg\_process\_othervehs in adj\_otherveh.c, (null)  
   msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)  
 FUNCTION: msg\_remove\_hash\_entry(vehicleID)  
 calledBy:  
   cig\_msg\_delete\_old\_staticvehs in app\_stat\_rm.c, (null)  
   delete\_veh\_from\_cig\_msg in del\_veh.c, (null)  
   msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
   msg\_process\_othervehs in adj\_otherveh.c, (null)



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delete_veh_from_cig_msg in del_veh.c, (null)
msg_delete_static_vehicle in pre_stat_rm.c, (null)
msg_delete_old_static_objects in pre_stat_rm.c, (null)
FUNCTION: msg_find_hash_entry(vehicleID)
  calledBy:
    add_dynamic_veh_to_cig_msg in add_veh2cig.c, (null)
    add_changed_static_to_cig_msg in adj_chg_stat.c, (null)
    cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
    cig_msg_append_staticveh_rem in app_stat_rm.c, (null)
    delete_veh_from_cig_msg in del_veh.c, (null)
    msg_add_new_othervehs in add_veh2cig.c, (null)
    msg_delete_old_static_objects in pre_stat_rm.c, (null)
    msg_add_new_static_objects in pre_stat_veh.c, (null)
FUNCTION: msg_get_veh_id_from_cig_id(cig_id)
FILE: msg_init.c
FUNCTION: msg_startup()
  calledBy:
    simulation_state_machine in main.c, (null)
FUNCTION: msg_init()
  calledBy:
    simulation_state_machine in main.c, (null)
FILE: msg_loc.c
FUNCTION: msg_write_hash_table(fp)
FUNCTION: msg_write_update_list(fp)
FUNCTION: msg_write_othervehs_in_buffer(fp)
FUNCTION: msg_print_vehicle_statistics()
  calledBy:
    keyboard_simul in kato_keybrd.c, (null)
FILE: msg_pars.c
FUNCTION: upshift(str)
  calledBy:
    AssocReadParams in params.c, (null)
    ProcessProtocolFamily in params.c, (null)
    msg_read_params in msg_pars.c, (null)
FUNCTION: msg_read_params(param_file)
  calledBy:
    msg_startup in msg_init.c, (null)
FUNCTION: process_max_static_vehs(token_ptr)
FUNCTION: process_max_static_objects(token_ptr)
FUNCTION: process_static_wait_list_size(token_ptr)
FUNCTION: process_max_vehs_in_buffer(token_ptr)
FUNCTION: msg_get_max_static_vehs()
  calledBy:
    msg_process_othervehs in adj_otherveh.c, (null)
    msg_create_hash_table in msg_hash.c, (null)
FUNCTION: msg_get_max_static_objects()
  calledBy:
    msg_create_hash_table in msg_hash.c, (null)
    msg_add_new_static_objects in pre_stat_veh.c, (null)
FUNCTION: msg_get_static_wait_list_size()
  calledBy:
    msg_create_static_free_list in stat_queue.c, (null)
    msg_init_static_free_list in stat_queue.c, (null)
FUNCTION: msg_get_max_vehs_in_buffer()
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    calledBy:
        msg_create_hash_table in msg_hash.c, (null)
        msg_init in msg_init.c, (null)
FILE: pr_agl.c
    FUNCTION: print_msg_agl(mp, length)
        calledBy:
            print_buffer in printbuffer.c, (null)
FILE: pr_cig_ctl.c
    FUNCTION: print_msg_cig_ctl(mp, length)
        calledBy:
            check_all in check_all.c, (null)
            print_buffer in printbuffer.c, (null)
FILE: pr_ct_gm.c
    FUNCTION: print_msg_ctas_grow_model(mp, length)
FILE: pr_ct_ism.c
    FUNCTION: print_msg_ctas_init_stamp_model(mp, length)
FILE: pr_end.c
    FUNCTION: print_msg_end()
        calledBy:
            print_buffer in printbuffer.c, (null)
FILE: pr_eo.c
    FUNCTION: print_msg_eo(mp, length)
FILE: pr_file_desc.c
    FUNCTION: print_msg_file_descr(mp, length)
        calledBy:
            cigls in cigls.c, (null)
            check_buffer in checkbuffer.c, (null)
            print_buffer in printbuffer.c, (null)
            process_msg_file_descr in proc_fdescr.c, (null)
FILE: pr_file_stat.c
    FUNCTION: print_msg_file_status(mp, length)
        calledBy:
            print_buffer in printbuffer.c, (null)
FILE: pr_file_xfer.c
    FUNCTION: print_msg_file_xfer(mp, length)
        calledBy:
            check_buffer in checkbuffer.c, (null)
            print_buffer in printbuffer.c, (null)
            process_msg_file_xfer in proc_f_xfer.c, IFNDEF TRUE
FILE: pr_hit.c
    FUNCTION: print_msg_hit(mp, length)
        calledBy:
            process_msg_hit in kato_cig.c, IFDEF old
FILE: pr_hit_rtn.c
    FUNCTION: print_msg_hit_return(mp, length)
FILE: pr_laser_rtn.c
    FUNCTION: print_msg_laser_return(mp, length)
        calledBy:
            print_buffer in printbuffer.c, (null)
FILE: pr_loc_terr.c
    FUNCTION: print_msg_local_terrain(mp, length)
        calledBy:
            print_buffer in printbuffer.c, IF not 1
FILE: pr_m2veh.c
```

FUNCTION: print\_msg\_m2veh\_state(mp, length)  
FILE: pr\_miss.c  
FUNCTION: print\_msg\_miss(mp, length)  
FILE: pr\_myveh.c  
FUNCTION: print\_msg\_myveh\_state(mp, length)  
FILE: pr\_otherveh.c  
FUNCTION: print\_msg\_otherveh\_state(mp, length)  
calledBy:  
print\_buffer in printbuffer.c, (null)  
FILE: pr\_proc\_rnd.c  
FUNCTION: print\_msg\_process\_round(mp, length)  
calledBy:  
check\_buffer in checkbuffer.c, (null)  
FILE: pr\_rnd\_fired.c  
FUNCTION: print\_msg\_round\_fired(mp, length)  
calledBy:  
print\_buffer in printbuffer.c, (null)  
FILE: pr\_rtn\_lt.c  
FUNCTION: print\_msg\_rtn\_lt(mp, length)  
FILE: pr\_show\_eff.c  
FUNCTION: print\_msg\_show\_effect(mp, length)  
calledBy:  
check\_buffer in checkbuffer.c, (null)  
print\_buffer in printbuffer.c, (null)  
FILE: pr\_staticrem.c  
FUNCTION: print\_msg\_staticveh\_rem(mp, length)  
calledBy:  
check\_buffer in checkbuffer.c, (null)  
print\_buffer in printbuffer.c, (null)  
FILE: pr\_staticveh.c  
FUNCTION: print\_msg\_staticveh\_state(mp, length)  
calledBy:  
check\_buffer in checkbuffer.c, (null)  
print\_buffer in printbuffer.c, (null)  
FILE: pr\_submode.c  
FUNCTION: print\_msg\_subsys\_mode(mp, length)  
FILE: pr\_sys\_err.c  
FUNCTION: print\_msg\_sys\_error(mp, length)  
calledBy:  
print\_buffer in printbuffer.c, (null)  
process\_msg\_sys\_error in proc\_sys\_err.c, (null)  
FILE: pr\_test\_name.c  
FUNCTION: print\_msg\_test\_name(mp, length)  
calledBy:  
print\_buffer in printbuffer.c, (null)  
FILE: pr\_traj\_chrd.c  
FUNCTION: print\_msg\_traj\_chord(mp, length)  
calledBy:  
print\_buffer in printbuffer.c, (null)  
FILE: pr\_vupdate.c  
FUNCTION: print\_msg\_viewport\_update(mp, length)  
FILE: pre\_1rot.c  
FUNCTION: cig\_msg\_prepend\_1rotation(node\_index, rotation\_axis, rotation)  
FILE: pre\_3rot.c

FUNCTION: cig\_msg\_prepend\_3rotations(node\_index, heading, pitch, roll)  
 FILE: pre\_agl\_set.c  
 FUNCTION: cig\_msg\_prepend\_agl\_setup(state)  
     calledBy:  
         cig\_spec\_init in kato\_cig.c, (null)  
 FILE: pre\_am\_dfn.c  
 FUNCTION: cig\_msg\_prepend\_ammo\_define(ammo0, ammo1, ammo2, ammo3)  
 FILE: pre\_cig\_ctl.c  
 FUNCTION: push\_msg\_cig\_ctl(state)  
     calledBy:  
         cigex\_msg\_configure\_view in cig\_conf\_msg.c, (null)  
         cigex\_prepare\_no\_op in cig\_no\_op.c, (null)  
         cigex\_msg\_configure\_view in cig\_start.c, (null)  
         cigex\_wakeup\_cig in cig\_start.c, IFDEF notdef  
         cigex\_wakeup\_cig in cig\_start.c, (null)  
         cigex\_wakeup\_cig in cig\_start.c, IFDEF old  
         cigex\_start in cig\_start.c, (null)  
         prepare\_no\_op in msgs.c, (null)  
         cigutil\_file\_xfer\_setup in util.c, (null)  
         cigutil\_last\_write in util.c, (null)  
         cig\_stop in cig\_stop.c, (null)  
         cig\_prepare\_no\_op in cig\_no\_op.c, (null)  
         cig\_reconfig\_start in cig\_r\_start.c, (null)  
         cig\_stop in cig\_stop.c, (null)  
         cig\_synchronize in cig\_sync.c, (null)  
         cig\_msg\_configure\_view in config\_msg.c, (null)  
 FILE: pre\_config.c  
 FUNCTION: cig\_msg\_prepend\_cig\_config()  
 FILE: pre\_ct\_gm.c  
 FUNCTION: cig\_msg\_prepend\_grow\_model(id, b\_mask, azimuth, elev, arc)  
 FILE: pre\_ct\_ism.c  
 FUNCTION: cig\_msg\_prepend\_init\_stamp\_model(id, b\_mask, type, viewing\_plane,  
     display\_plane, ded\_cat\_name, stamp\_count)  
 FILE: pre\_drll.c  
 FUNCTION: cig\_msg\_prepend\_drll\_pkt\_size(send\_size, rcv\_size, lt\_chunk\_size,  
     lt\_interval, hw\_type)  
     calledBy:  
         multi\_cig\_prepend\_drll\_pkt\_size in pre\_mdrll.c, (null)  
 FILE: pre\_eo.c  
 FUNCTION: cig\_msg\_prepend\_eo(datv, hot, mag, locked, power\_on, x\_rot, z\_rot)  
 FILE: pre\_file\_descr.c  
 FUNCTION: push\_msg\_file\_descr(db\_size, db\_no, db\_req, db\_name)  
     calledBy:  
         cigex\_wakeup\_cig in cig\_start.c, (null)  
         cigex\_wakeup\_cig in cig\_start.c, IFDEF \_GT\_  
         cigdownl in cigdownl.c, (null)  
         cigls in cigls.c, (null)  
         cigmv in cigmv.c, (null)  
         cigrm in cigrm.c, (null)  
         get\_cigfile\_size in cigupl.c, (null)  
         setup\_to\_upload in cigupl.c, (null)  
         cig\_reconfig\_start in cig\_r\_start.c, (null)  
         cig\_reconfig\_start in cig\_r\_start.c, IFNDEF \_GT\_  
         cig\_reconfig\_start in cig\_r\_start.c, IFDEF \_GT\_

cig\_reconfig\_start in cig\_r\_start.c, (null)  
FILE: pre\_file\_sts.c  
FUNCTION: push\_msg\_file\_status(type, abort\_descr\_no, blk\_seq\_no)  
calledBy:  
cigupl in cigupl.c, (null)  
FILE: pre\_file\_xfr.c  
FUNCTION: push\_msg\_file\_xfer(type, blk\_size, blk\_seq\_no, data)  
calledBy:  
cigdownl in cigdownl.c, (null)  
FILE: pre\_gen\_tree.c  
FUNCTION: cig\_msg\_prepend\_gen\_configtree(filename)  
FILE: pre\_genveh.c  
FUNCTION: cig\_msg\_prepend\_genveh\_state(id, type, t1\_mtx, t1\_vec, t4\_mtx, t4\_vec, channel, sky)  
FILE: pre\_gun\_over.c  
FUNCTION: cig\_msg\_prepend\_gun\_overlay(type, lrf\_rdy, lrf\_mal, lrf\_mrb, lrf\_rng, azimuth, range, ammo, t\_v\_mtx)  
FILE: pre\_hit.c  
FUNCTION: push\_msg\_hit(obj\_id, obj\_type, obj\_tag, chord\_type, intersection\_pt)  
FILE: pre\_hprxyzs.c  
FUNCTION: cig\_msg\_prepend\_hprxyzs\_matrix(node\_index, heading, pitch, roll, translation, scale, concat\_order)  
FILE: pre\_lase\_rtn.c  
FUNCTION: push\_msg\_laser\_return(z\_range)  
FILE: pre\_mcig\_ctl.c  
FUNCTION: multi\_cig\_push\_cig\_ctl(buf\_mask, state)  
FILE: pre\_mdr11.c  
FUNCTION: multi\_cig\_prepend\_dr11\_pkt\_size(buf\_mask, send\_size, recv\_size, lt\_chunk\_size, lt\_interval, hw\_type)  
calledBy:  
cig\_stop in Ocig\_stop.c, IFNDEF DEF\_71, IFDEF notdef  
cig\_stop in Ocig\_stop.c, IFNDEF DEF\_71  
cig\_stop in Ocig\_stop.c, (null)  
cig\_reconfig\_start in cig\_r\_start.c, (null)  
cig\_stop in cig\_stop.c, IFNDEF DEF\_71, IFDEF notdef  
cig\_stop in cig\_stop.c, IFDEF notdef  
cig\_stop in cig\_stop.c, (null)  
FILE: pre\_mpass\_on.c  
FUNCTION: multi\_cig\_msg\_prepend\_pass\_on(buf\_mask, subsys\_id, subsys\_ch, subsys\_msg, msg\_length)  
calledBy:  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFNDEF GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFDEF GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFNDEF GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFDEF GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFNDEF GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFDEF GT\_  
FUNCTION: multi\_cig\_msg\_prepend\_pass\_on(buf\_mask, subsys\_id, subsys\_msg, msg\_length)  
calledBy:  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFNDEF GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFDEF GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFNDEF GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFDEF GT\_

cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFNDEF\_GT\_  
cig\_2d\_make\_buffer in kato\_cig\_2d.c, IFDEF\_GT\_  
FILE: pre\_mreq\_lsr.c  
FUNCTION: multi\_cig\_msg\_prepend\_request\_laser\_range(buf\_mask, id, i, j)  
FILE: pre\_mrts4x3.c  
FUNCTION: multi\_cig\_msg\_prepend\_rts4x3\_matrix(buf\_mask, node\_index, rot\_mtx,  
vec)  
calledBy:  
rotate\_send\_msgs in rot\_comm.c, (null)  
FILE: pre\_msg\_hdr.c  
FUNCTION: prepend\_msg\_hdr(type, length)  
calledBy:  
add\_changed\_static\_to\_cig\_msg in adj\_chg\_stat.c, (null)  
cig\_msg\_prepend\_lt\_state in lt\_state.c, IFDEF\_GT\_  
cig\_msg\_prepend\_1rotation in pre\_1rot.c, (null)  
cig\_msg\_prepend\_3rotations in pre\_3rot.c, (null)  
cig\_msg\_prepend\_agl\_setup in pre\_agl\_set.c, (null)  
cig\_msg\_prepend\_amm\_define in pre\_am\_dfn.c, (null)  
push\_msg\_cig\_ctl in pre\_cig\_ctl.c, (null)  
cig\_msg\_prepend\_cig\_config in pre\_config.c, (null)  
cig\_msg\_prepend\_grow\_model in pre\_ct\_gm.c, IFDEF\_GT\_  
cig\_msg\_prepend\_init\_stamp\_model in pre\_ct\_ism.c, IFDEF\_GT\_  
cig\_msg\_prepend\_dr11\_pkt\_size in pre\_dr11.c, (null)  
cig\_msg\_prepend\_eo in pre\_eo.c, (null)  
push\_msg\_file\_descr in pre\_file\_des.c, (null)  
push\_msg\_file\_status in pre\_file\_sts.c, (null)  
push\_msg\_file\_xfer in pre\_file\_xfr.c, (null)  
cig\_msg\_prepend\_gen\_configtree in pre\_gen\_tree.c, (null)  
cig\_msg\_prepend\_genveh\_state in pre\_genveh.c, (null)  
cig\_msg\_prepend\_gun\_overlay in pre\_gun\_over.c, (null)  
push\_msg\_hit in pre\_hit.c, (null)  
cig\_msg\_prepend\_hprxyzs\_matrix in pre\_hprxyzs.c, (null)  
push\_msg\_laser\_return in pre\_lase\_rtn.c, (null)  
cig\_msg\_prepend\_obscure in pre\_obscure.c, (null)  
cig\_msg\_prepend\_overlay\_setup in pre\_ovr\_set.c, (null)  
cig\_msg\_prepend\_pass\_bk in pre\_pass\_bk.c, (null)  
cig\_msg\_prepend\_pass\_on in pre\_pass\_on.c, (null)  
cig\_msg\_prepend\_set\_ppm\_display\_mode in pre\_ppm\_mod.c, IFDEF\_GT\_  
cig\_msg\_prepend\_set\_ppm\_display\_offset in pre\_ppm\_off.c, IFDEF\_GT\_  
cig\_msg\_prepend\_set\_ppm\_pixel\_location in pre\_ppm\_pel.c, IFDEF\_GT\_  
cig\_msg\_prepend\_set\_ppm\_pixel\_state in pre\_ppm\_pst.c, IFDEF\_GT\_  
cig\_msg\_prepend\_ballistics\_msg in pre\_proc\_rnd.c, (null)  
cig\_msg\_prepend\_request\_laser\_range in pre\_req\_lsr.c, (null)  
cig\_msg\_prepend\_ballistics\_msg in pre\_rnd\_fir.c, (null)  
cig\_msg\_prepend\_rot2x1\_matrix in pre\_rot2x1.c, (null)  
push\_msg\_rtn\_lt in pre\_rtn\_lt.c, (null)  
cig\_msg\_prepend\_rts4x3\_matrix in pre\_rts4x3.c, (null)  
cig\_msg\_prepend\_scale in pre\_scale.c, (null)  
cig\_msg\_prepend\_show\_effect in pre\_show\_eff.c, (null)  
cig\_msg\_prepend\_staticveh\_rem in pre\_stat\_rm.c, (null)  
add\_staticveh\_state\_to\_cig\_msg in pre\_stat\_veh.c, (null)  
cig\_msg\_prepend\_subsys\_modes in pre\_submode.c, IFDEF\_GT\_  
push\_msg\_sys\_error in pre\_sys\_err.c, (null)  
push\_msg\_test\_name in pre\_test\_nam.c, (null)

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    cig_msg_prepend_traj_chord in pre_traj_chd.c, (null)
    cig_msg_prepend_traj_entry_xfer in pre_traj_ent.c, (null)
    cig_msg_prepend_traj_table_xfer in pre_traj_tbl.c, (null)
    cig_msg_prepend_update_translation in pre_trans.c, (null)
    cig_msg_prepend_view_flags in pre_vflags.c, (null)
    cig_msg_prepend_view_magnification in pre_vmag.c, (null)
    cig_msg_prepend_view_mode in pre_vmode.c, IFNDEF_GT_
    cig_msg_prepend_viewport_state in pre_vport.c, (null)
    cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
    cig_msg_prepend_process_chord in proc_chord.c, IFDEF_GT_
FILE: pre_mvflags.c
    FUNCTION: multi_cig_msg_prepend_view_flags(buf_mask, view_flags,
        branch_value)
FILE: pre_obscure.c
    FUNCTION: cig_msg_prepend_obscure(channel, texture, repeat, glare)
FILE: pre_overall.c
    FUNCTION: cig_msg_prepend_overall_header(buf_index)
        calledBy:
            cigex_send_buffer in cig_comm.c, (null)
            cig_setup_dr_transfer in cig_send_buf.c, (null)
FILE: pre_ovr_set.c
    FUNCTION: cig_msg_prepend_overlay_setup(type, node, offset, vp0, vp1, vp2,
        gunvp)
FILE: pre_pass_bk.c
    FUNCTION: cig_msg_prepend_pass_bk(subsys_id, subsys_msg, msg_length)
FILE: pre_pass_on.c
    FUNCTION: cig_msg_prepend_pass_on(subsys_id, subsys_ch, subsys_msg,
        msg_length)
        calledBy:
            multi_cig_msg_prepend_pass_on in pre_mpass_on.c, IFDEF_GT_
            multi_cig_msg_prepend_pass_on in pre_mpass_on.c, IFNDEF_GT_
            multi_cig_msg_prepend_pass_on in pre_mpass_on.c, (null)
    FUNCTION: cig_msg_prepend_pass_on(subsys_id, subsys_msg, msg_length)
        calledBy:
            multi_cig_msg_prepend_pass_on in pre_mpass_on.c, IFDEF_GT_
            multi_cig_msg_prepend_pass_on in pre_mpass_on.c, IFNDEF_GT_
            multi_cig_msg_prepend_pass_on in pre_mpass_on.c, (null)
FILE: pre_ppm_mod.c
    FUNCTION: cig_msg_prepend_set_ppm_display_mode(subsystem, channel, mode)
FILE: pre_ppm_off.c
    FUNCTION: cig_msg_prepend_set_ppm_display_offset(subsystem, channel, offset_i,
        offset_j)
FILE: pre_ppm_pel.c
    FUNCTION: cig_msg_prepend_set_ppm_pixel_location(subsystem, channel,
        location_i, location_j)
FILE: pre_ppm_pst.c
    FUNCTION: cig_msg_prepend_set_ppm_pixel_state(subsystem, channel, state)
FILE: pre_proc_rnd.c
    FUNCTION: cig_msg_prepend_ballistics_msg(type, tracer, id, gunpos, gunvel,
        sinelv, coselv, sinazm, cosazm, est_impact_time, est_impact_range)
FILE: pre_req_lsr.c
    FUNCTION: cig_msg_prepend_request_laser_range(id, ch, i, j)
        calledBy:
            multi_cig_msg_prepend_request_laser_range in pre_mreq_lsr.c, (null)

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FUNCTION: cig\_msg\_prepend\_request\_laser\_range(id, i, j)  
calledBy:  
multi\_cig\_msg\_prepend\_request\_laser\_range in pre\_mreq\_lsr.c, (null)  
FILE: pre\_rnd\_fir.c  
FUNCTION: cig\_msg\_prepend\_ballistics\_msg(type, tracer, id, gunpos, gunvel,  
sinelv, coseiv, sinazm, cosazm, est\_impact\_time, est\_impact\_range)  
FILE: pre\_rot2x1.c  
FUNCTION: cig\_msg\_prepend\_rot2x1\_matrix(node\_index, cos\_rot, sin\_rot, axis)  
FILE: pre\_rtn\_lt.c  
FUNCTION: push\_msg\_rtn\_lt(x, y)  
FILE: pre\_rts4x3.c  
FUNCTION: cig\_msg\_prepend\_rts4x3\_matrix(node\_index, rot\_mtx, vec)  
calledBy:  
multi\_cig\_msg\_prepend\_rts4x3\_matrix in pre\_mrts4x3.c, (null)  
FILE: pre\_scale.c  
FUNCTION: cig\_msg\_prepend\_scale(node\_index, scalep)  
FILE: pre\_show\_eff.c  
FUNCTION: cig\_msg\_prepend\_show\_effect(id, type, t1)  
calledBy:  
impacts\_tell\_cig\_about\_impacts in impacts.c, (null)  
FILE: pre\_stat\_msg.c  
FILE: pre\_stat\_rm.c  
FUNCTION: msg\_delete\_static\_vehicle(pkt, hash\_id)  
calledBy:  
msg\_process\_othervehs in adj\_otherveh.c, (null)  
FUNCTION: msg\_delete\_old\_static\_objects()  
calledBy:  
msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)  
FUNCTION: cig\_msg\_prepend\_staticveh\_rem(cig\_vid, location, type)  
calledBy:  
msg\_delete\_static\_vehicle in pre\_stat\_rm.c, (null)  
msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)  
msg\_process\_static\_wait\_list in tell\_cig.c, (null)  
FILE: pre\_stat\_veh.c  
FUNCTION: msg\_add\_static\_vehicle(pkt, hash\_id)  
calledBy:  
msg\_process\_othervehs in adj\_otherveh.c, (null)  
FUNCTION: msg\_add\_new\_static\_objects()  
calledBy:  
msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)  
FUNCTION: add\_staticveh\_state\_to\_cig\_msg(hash\_id, cig\_type)  
calledBy:  
msg\_add\_static\_vehicle in pre\_stat\_veh.c, (null)  
msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)  
msg\_process\_static\_wait\_list in tell\_cig.c, (null)  
FILE: pre\_submode.c  
FUNCTION: cig\_msg\_prepend\_subsys\_modes()  
calledBy:  
cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, IFDEF\_GT\_  
cig\_stop in Ocig\_stop.c, IFDEF\_GT\_  
cig\_stop in cig\_stop.c, IFDEF\_GT\_  
FILE: pre\_sys\_err.c  
FUNCTION: push\_msg\_sys\_error(error\_msg, cig\_state)  
FILE: pre\_test\_nam.c



FUNCTION: push\_msg\_test\_name(test\_number)  
FILE: pre\_traj\_chd.c  
FUNCTION: cig\_msg\_prepend\_traj\_chord(type, tracer, id, begin, end)  
FILE: pre\_traj\_ent.c  
FUNCTION: cig\_msg\_prepend\_traj\_entry\_xfer(bore\_x, bore\_z)  
FILE: pre\_traj\_tbl.c  
FUNCTION: cig\_msg\_prepend\_traj\_table\_xfer(ammo\_type, traj\_index, count)  
FILE: pre\_trans.c  
FUNCTION: cig\_msg\_prepend\_update\_translation(node\_index, transp)  
FILE: pre\_vflags.c  
FUNCTION: cig\_msg\_prepend\_view\_flags(view\_flags, branch\_value)  
    calledBy:  
        cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)  
        cig\_stop in Ocig\_stop.c, (null)  
        cig\_stop in cig\_stop.c, (null)  
        multi\_cig\_msg\_prepend\_view\_flags in pre\_mvflags.c, (null)  
FILE: pre\_vmag.c  
FUNCTION: cig\_msg\_prepend\_view\_magnification(node\_index, lod\_multiplier, i, j)  
FILE: pre\_vmode.c  
FUNCTION: cig\_msg\_prepend\_view\_mode(view\_mode)  
FILE: pre\_vport.c  
FUNCTION: cig\_msg\_prepend\_viewport\_state(node\_index, viewport\_id,  
    database\_id, res, viewing\_range, near\_plane, i, j, lod\_multiplier, aspect\_ratio)  
FILE: pre\_vupdate.c  
FUNCTION: cig\_msg\_prepend\_viewport\_updates()  
    calledBy:  
        cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, IFDEF \_GT\_  
        cig\_stop in Ocig\_stop.c, IFDEF \_GT\_  
        cig\_stop in cig\_stop.c, IFDEF \_GT\_  
FILE: printbuffer.c  
FUNCTION: print\_buffer(mbp)  
    calledBy:  
        print\_send\_buf in buf.c, IFDEF BUF\_DEBUG  
        print\_rec\_buf in buf.c, IFDEF BUF\_DEBUG  
FILE: proc\_chord.c  
FUNCTION: cig\_msg\_prepend\_process\_chord(id, db\_index, type, tracer, mode,  
    length, start, end, sinelv, coselv, sinazm, cosazm)  
FILE: set\_assym.c  
FUNCTION: set\_assymmetric\_on()  
    calledBy:  
        main in kato\_main.c, (null)  
FILE: set\_buf\_num.c  
FUNCTION: set\_buffer\_num(num)  
    calledBy:  
        net\_simul in net\_simul.c, (null)  
        cig\_stop in Ocig\_stop.c, (null)  
        cig\_stop in Ocig\_stop.c, IFNDEF DEF\_71  
        cig\_stop in Ocig\_stop.c, (null)  
        cig\_reconfig\_start in cig\_r\_start.c, (null)  
        cig\_setup\_dr\_transfer in cig\_send\_buf.c, (null)  
        cig\_stop in cig\_stop.c, (null)  
        cig\_stop in cig\_stop.c, IFNDEF DEF\_71, IFDEF notdef  
        cig\_stop in cig\_stop.c, (null)  
        cig\_synchronize in cig\_sync.c, (null)

FILE: set\_cig\_mask.c  
FUNCTION: set\_cig\_mask(num)  
calledBy:  
main in kato\_main.c, (null)

FILE: set\_veh\_spec.c  
FUNCTION: cig\_set\_veh\_spec\_ptrs()

FILE: stat\_queue.c  
FUNCTION: msg\_create\_static\_free\_list()  
calledBy:  
msg\_startup in msg\_init.c, (null)

FUNCTION: msg\_init\_static\_free\_list()  
calledBy:  
msg\_init in msg\_init.c, (null)

FUNCTION: msg\_enqueue\_static\_msg(msg\_type, hash\_id, location, old\_type, new\_type)  
calledBy:  
msg\_adjust\_static\_vehicle in adj\_chg\_stat.c, (null)  
msg\_delete\_static\_vehicle in pre\_stat\_rm.c, (null)  
msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)  
msg\_add\_static\_vehicle in pre\_stat\_veh.c, (null)  
msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)

FUNCTION: msg\_get\_next\_static\_msg(hash\_id, msg\_type, location, old\_type, new\_type)  
calledBy:  
msg\_process\_static\_wait\_list in tell\_cig.c, (null)

FUNCTION: msg\_dequeue\_static\_msg()  
calledBy:  
msg\_process\_static\_wait\_list in tell\_cig.c, (null)

FUNCTION: get\_queue\_element()  
calledBy:  
msg\_enqueue\_static\_msg in stat\_queue.c, (null)

FUNCTION: free\_queue\_element(element)  
calledBy:  
dequeue\_element in stat\_queue.c, (null)

FUNCTION: enqueue\_element(element)  
calledBy:  
msg\_enqueue\_static\_msg in stat\_queue.c, (null)

FUNCTION: dequeue\_element(element)  
calledBy:  
msg\_dequeue\_static\_msg in stat\_queue.c, (null)

FILE: tell\_cig.c  
FUNCTION: msg\_tell\_cig\_about\_remote\_entities()  
FUNCTION: msg\_process\_static\_wait\_list()  
calledBy:  
msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)

FILE: terrain\_fb.c  
FUNCTION: cig\_msg\_append\_tf\_init\_header(vehicle\_id, point\_count, frequency)  
FUNCTION: cig\_msg\_append\_tf\_init\_point(vehicle\_id, point\_number, point\_coordinates)  
FUNCTION: cig\_msg\_store\_tf\_state(vehicle\_id, code, frequency)

FILE: use\_bump\_num.c  
FUNCTION: use\_bumper\_numbers()  
FUNCTION: no\_bumper\_numbers()

FILE: use\_debug.c

FUNCTION: use\_static\_debug(on)

**DIRECTORY: ./gt/vehicle/libsrc/libmun**

FILE: ammo.c

FUNCTION: ammo\_quantity\_has\_changed()

FUNCTION: ammo\_set\_max\_quantity(type, how\_many, ptr\_ammo\_struct)

calledBy:

ammo\_init\_structure in ammo.c, (null)

ammo\_init\_structure in newammo.c, (null)

FUNCTION: ammo\_get\_max\_quantity(type, ptr\_ammo\_struct)

FUNCTION: ammo\_set\_quantity(type, how\_many, ptr\_ammo\_struct)

calledBy:

ammo\_init\_structure in ammo.c, (null)

ammo\_init\_structure in newammo.c, (null)

FUNCTION: ammo\_set\_priority(type, priority, ptr\_ammo\_struct)

calledBy:

ammo\_init\_structure in ammo.c, (null)

ammo\_init\_structure in newammo.c, (null)

FUNCTION: ammo\_restore\_stores(ptr\_ammo\_struct)

FUNCTION: ammo\_print\_current\_stores(ptr\_ammo\_struct)

FUNCTION: ammo\_set\_all\_quantity\_zero(ptr\_ammo\_struct)

FUNCTION: ammo\_check\_availability(type, ptr\_ammo\_struct)

calledBy:

nlos\_get\_number\_of\_missiles\_to\_launch in kato\_ctl\_nls.c, (null)

keybrd\_tty\_read in sun\_wayed.c, (null)

FUNCTION: ammo\_fired(type, ptr\_ammo\_struct)

calledBy:

nlos\_launch in kato\_nlos.c, (null)

FUNCTION: ammo\_type\_full(type, ptr\_ammo\_struct)

FUNCTION: ammo\_supply\_empty(ptr\_ammo\_struct)

calledBy:

ammo\_send\_quiet\_state in resupp.c, (null)

ammo\_send\_waiting\_state in resupp.c, (null)

FUNCTION: ammo\_supply\_full(ptr\_ammo\_struct)

calledBy:

ammo\_receive\_quiet\_state in kato\_resupp.c, (null)

ammo\_receive\_request\_state in kato\_resupp.c, (null)

ammo\_decide\_round\_type in ammo.c, (null)

ammo\_start\_external\_resupply in ammo.c, (null)

ammo\_decide\_round\_type in newammo.c, (null)

ammo\_start\_external\_resupply in newammo.c, (null)

ammo\_receive\_quiet\_state in resupp.c, (null)

ammo\_receive\_request\_state in resupp.c, (null)

ammo\_receive\_request\_state in resupp.c, IF DEBUG

resupply\_debug\_actual\_prints in resupp.c, (null)

print\_resupply\_status in resupp.c, (null)

FUNCTION: ammo\_decide\_round\_type(ptr\_ammo\_struct)

calledBy:

send\_feed\_me\_packets\_ammo\_carriers in kato\_resupp.c, (null)

send\_feed\_me\_packets\_ammo\_carriers in resupp.c, (null)

FUNCTION: ammo\_start\_external\_resupply(ptr\_ammo\_struct)

calledBy:

resupply\_offer\_packet in kato\_resupp.c, (null)

resupply\_offer\_packet in resupp.c, (null)  
FUNCTION: ammo\_start\_resupply\_receive\_timer(ptr\_ammo\_struct)  
calledBy:  
ammo\_start\_external\_resupply in kato\_ammo.c, (null)  
ammo\_start\_external\_resupply in ammo.c, (null)  
ammo\_start\_external\_resupply in newammo.c, (null)  
FUNCTION: ammo\_stop\_resupply\_timer()  
calledBy:  
ammo\_stop\_resupply in kato\_ammo.c, (null)  
resupply\_stop\_ammo\_resupply in kato\_resupp.c, (null)  
ammo\_finished\_receiving in ammo.c, (null)  
ammo\_stop\_resupply in newammo.c, (null)  
resupply\_stop\_ammo\_resupply in resupp.c, (null)  
FUNCTION: ammo\_finished\_receiving(ptr\_ammo\_struct)  
calledBy:  
ammo\_resupply\_receive\_timeout\_check in ammo.c, (null)  
resupply\_thank\_you\_packet in resupp.c, (null)  
FUNCTION: ammo\_resupply\_receive\_timeout\_check(ptr\_ammo\_struct)  
calledBy:  
ammo\_receive\_loading\_state in kato\_resupp.c, (null)  
ammo\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: ammo\_init\_structure(ammo\_index, quantity, max\_quantity, priority,  
delay\_ticks, resupply\_quantity, ptr\_ammo\_struct)  
calledBy:  
main in sun\_wayed.c, (null)  
FUNCTION: ammo\_index\_ok(ammo\_index)  
calledBy:  
ammo\_set\_max\_quantity in ammo.c, (null)  
ammo\_get\_max\_quantity in ammo.c, (null)  
ammo\_set\_quantity in ammo.c, (null)  
ammo\_check\_availability in ammo.c, (null)  
ammo\_fired in ammo.c, (null)  
ammo\_init\_structure in ammo.c, (null)  
ammo\_resupply\_sent in ammo.c, (null)  
FUNCTION: ammo\_toggle\_unlimited\_status()  
FUNCTION: ammo\_finished\_sending()  
FUNCTION: ammo\_get\_ammo\_to\_offer(ammo\_to\_be\_offered, ptr\_ammo\_struct)  
calledBy:  
resupply\_feed\_me\_packet in resupp.c, (null)  
FUNCTION: ammo\_resupply\_sent(munition\_type, quantity, ptr\_ammo\_struct)  
calledBy:  
resupply\_thank\_you\_packet in resupp.c, (null)  
FUNCTION: ammo\_get\_ammo\_resupply\_quantity(index, ptr\_ammo\_struct)  
calledBy:  
ammo\_receive\_loading\_state in resupp.c, (null)  
FILE: fuelsys.c  
FUNCTION: fuel\_quantity\_has\_changed()  
FUNCTION: fuel\_resupply\_receive\_timeout\_check()  
calledBy:  
fuel\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: fuel\_init\_structure(quantity, max\_quantity, resupply\_rate, min\_quantity,  
start\_resupply)  
FUNCTION: fuel\_get\_current\_level()  
FUNCTION: fuel\_get\_max\_level()

FUNCTION: fuel\_get\_min\_level()  
FUNCTION: fuel\_init\_fuel\_level(fuel)  
FUNCTION: fuel\_stop\_resupply()  
    calledBy:  
        fuel\_resupply\_receive\_timeout\_check in fuelsys.c, (null)  
        fuel\_resupply\_tank in fuelsys.c, (null)  
        fuel\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: fuel\_print\_level()  
FUNCTION: fuel\_init\_resupply\_vars()  
FUNCTION: fuel\_used\_by\_engine(fuel\_used)  
FUNCTION: fuel\_level\_empty()  
FUNCTION: fuel\_level\_close\_to\_full()  
    calledBy:  
        fuel\_receive\_quiet\_state in resupp.c, (null)  
        fuel\_receive\_request\_state in resupp.c, (null)  
        resupply\_debug\_actual\_prints in resupp.c, (null)  
        print\_resupply\_status in resupp.c, (null)  
FUNCTION: fuel\_level\_full()  
    calledBy:  
        fuel\_start\_external\_resupply in fuelsys.c, (null)  
        fuel\_resupply\_tank in fuelsys.c, (null)  
        fuel\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: fuel\_decide\_resupply\_quantity()  
    calledBy:  
        send\_feed\_me\_packets\_fuel\_carriers in resupp.c, (null)  
FUNCTION: fuel\_start\_external\_resupply(fuel\_offered)  
    calledBy:  
        resupply\_offer\_packet in resupp.c, (null)  
FUNCTION: fuel\_resupply\_tank()  
    calledBy:  
        fuel\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: fuel\_resupply\_sent(fuel\_type, quantity)  
    calledBy:  
        resupply\_thank\_you\_packet in resupp.c, (null)  
FILE: newammo.c  
FUNCTION: ammo\_quantity\_has\_changed()  
FUNCTION: ammo\_set\_max\_quantity(type, how\_many)  
    calledBy:  
        ammo\_init\_structure in ammo.c, (null)  
        ammo\_init\_structure in newammo.c, (null)  
FUNCTION: ammo\_set\_quantity(type, how\_many)  
    calledBy:  
        ammo\_init\_structure in ammo.c, (null)  
        ammo\_init\_structure in newammo.c, (null)  
FUNCTION: ammo\_set\_priority(type, priority)  
    calledBy:  
        ammo\_init\_structure in ammo.c, (null)  
        ammo\_init\_structure in newammo.c, (null)  
FUNCTION: ammo\_restore\_stores()  
FUNCTION: ammo\_print\_current\_stores()  
FUNCTION: ammo\_set\_all\_quantity\_zero()  
FUNCTION: ammo\_check\_availability(type)  
    calledBy:  
        nlos\_get\_number\_of\_missiles\_to\_launch in kato\_ctl\_nls.c, (null)

keybrd\_tty\_read in sun\_wayed.c, (null)  
FUNCTION: ammo\_fired(type)  
calledBy:  
nlos\_launch in kato\_nlos.c, (null)  
FUNCTION: ammo\_type\_full(type)  
FUNCTION: ammo\_supply\_full()  
calledBy:  
ammo\_receive\_quiet\_state in kato\_resupp.c, (null)  
ammo\_receive\_request\_state in kato\_resupp.c, (null)  
ammo\_decide\_round\_type in ammo.c, (null)  
ammo\_start\_external\_resupply in ammo.c, (null)  
ammo\_decide\_round\_type in newammo.c, (null)  
ammo\_start\_external\_resupply in newammo.c, (null)  
ammo\_receive\_quiet\_state in resupp.c, (null)  
ammo\_receive\_request\_state in resupp.c, (null)  
ammo\_receive\_request\_state in resupp.c, IF DEBUG  
resupply\_debug\_actual\_prints in resupp.c, (null)  
print\_resupply\_status in resupp.c, (null)  
FUNCTION: ammo\_decide\_round\_type()  
calledBy:  
send\_feed\_me\_packets\_ammo\_carriers in kato\_resupp.c, (null)  
send\_feed\_me\_packets\_ammo\_carriers in resupp.c, (null)  
FUNCTION: ammo\_start\_external\_resupply(types\_offered)  
calledBy:  
resupply\_offer\_packet in kato\_resupp.c, (null)  
resupply\_offer\_packet in resupp.c, (null)  
FUNCTION: ammo\_start\_resupply\_receive\_timer()  
calledBy:  
ammo\_start\_external\_resupply in kato\_ammo.c, (null)  
ammo\_start\_external\_resupply in ammo.c, (null)  
ammo\_start\_external\_resupply in newammo.c, (null)  
FUNCTION: ammo\_stop\_resupply\_timer()  
calledBy:  
ammo\_stop\_resupply in kato\_ammo.c, (null)  
resupply\_stop\_ammo\_resupply in kato\_resupp.c, (null)  
ammo\_finished\_receiving in ammo.c, (null)  
ammo\_stop\_resupply in newammo.c, (null)  
resupply\_stop\_ammo\_resupply in resupp.c, (null)  
FUNCTION: ammo\_stop\_resupply()  
calledBy:  
ammo\_resupply\_receive\_timeout\_check in kato\_ammo.c, (null)  
ammo\_resupply\_receive\_timeout\_check in newammo.c, (null)  
FUNCTION: ammo\_resupply\_receive\_timeout\_check()  
calledBy:  
ammo\_receive\_loading\_state in kato\_resupp.c, (null)  
ammo\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: ammo\_init\_structure(ammo\_index, quantity, max\_quantity, priority,  
delay\_ticks, resupply\_quantity)  
calledBy:  
main in sun\_wayed.c, (null)  
FILE: resupp.c  
FUNCTION: (\*veh\_spec\_resupply\_completed)()  
FUNCTION: (\*veh\_spec\_resupply\_started)()  
FUNCTION: resupply\_vehicles\_are\_near\_us()

calledBy:  
    waypoint\_editor in way\_ed.c, (null)  
FUNCTION: refuel\_vehicles\_are\_near\_us()  
FUNCTION: clear\_ammo\_carriers()  
    calledBy:  
        resupply\_init in kato\_resupp.c, (null)  
        resupply\_simul in kato\_resupp.c, (null)  
        resupply\_init in resupp.c, (null)  
        resupply\_simul in resupp.c, IFDEF notdef  
FUNCTION: clear\_fuel\_carriers()  
    calledBy:  
        resupply\_init in resupp.c, (null)  
        resupply\_simul in resupp.c, IFDEF notdef  
FUNCTION: ammo\_receive\_quiet\_state()  
    calledBy:  
        ammo\_resupply\_receive\_simul in kato\_resupp.c, (null)  
        ammo\_resupply\_receive\_simul in resupp.c, (null)  
FUNCTION: fuel\_receive\_quiet\_state()  
    calledBy:  
        fuel\_resupply\_receive\_simul in resupp.c, (null)  
FUNCTION: ammo\_receive\_request\_state()  
    calledBy:  
        ammo\_resupply\_receive\_simul in kato\_resupp.c, (null)  
        ammo\_resupply\_receive\_simul in resupp.c, (null)  
FUNCTION: fuel\_receive\_request\_state()  
    calledBy:  
        fuel\_resupply\_receive\_simul in resupp.c, (null)  
FUNCTION: resupply\_ammo\_completed(ammo\_type, ptr\_ammo\_struct)  
    calledBy:  
        ammo\_stop\_resupply in kato\_ammo.c, (null)  
        ammo\_finished\_receiving in ammo.c, (null)  
        ammo\_stop\_resupply in newammo.c, (null)  
FUNCTION: ammo\_receive\_loading\_state()  
    calledBy:  
        ammo\_resupply\_receive\_simul in kato\_resupp.c, (null)  
        ammo\_resupply\_receive\_simul in resupp.c, (null)  
FUNCTION: resupply\_fuel\_completed(fuel\_received)  
    calledBy:  
        fuel\_stop\_resupply in fuelsys.c, (null)  
FUNCTION: fuel\_receive\_loading\_state()  
    calledBy:  
        fuel\_resupply\_receive\_simul in resupp.c, (null)  
FUNCTION: send\_feed\_me\_packets\_ammo\_carriers()  
    calledBy:  
        ammo\_receive\_quiet\_state in kato\_resupp.c, (null)  
        ammo\_receive\_request\_state in kato\_resupp.c, (null)  
        ammo\_receive\_quiet\_state in resupp.c, (null)  
        ammo\_receive\_request\_state in resupp.c, (null)  
FUNCTION: send\_feed\_me\_packets\_fuel\_carriers()  
    calledBy:  
        fuel\_receive\_quiet\_state in resupp.c, (null)  
        fuel\_receive\_request\_state in resupp.c, (null)  
FUNCTION: ammo\_resupply\_receive\_simul()  
    calledBy:

resupply\_simul in kato\_resupp.c, (null)  
resupply\_simul in resupp.c, (null)  
FUNCTION: fuel\_resupply\_receive\_simul()  
calledBy:  
resupply\_simul in resupp.c, (null)  
FUNCTION: empty\_veh\_spec\_resupply(ammo\_struct, ammo\_index, quantity)  
FUNCTION: mun\_set\_veh\_spec\_resupply\_started(ptr\_to\_a\_function)  
calledBy:  
resupply\_init in resupp.c, (null)  
FUNCTION: mun\_set\_veh\_spec\_resupply\_completed(ptr\_to\_a\_function)  
calledBy:  
resupply\_init in resupp.c, (null)  
FUNCTION: resupply\_init()  
calledBy:  
veh\_spec\_init in kato\_main.c, (null)  
FUNCTION: resupply\_simul()  
calledBy:  
veh\_spec\_simulate in kato\_main.c, (null)  
FUNCTION: resupply\_start\_ammo\_loading(ammo\_index, ptr\_ammo\_struct)  
calledBy:  
ammo\_start\_external\_resupply in ammo.c, (null)  
FUNCTION: resupply\_stop\_ammo\_resupply()  
calledBy:  
ammo\_receive\_loading\_state in kato\_resupp.c, (null)  
ammo\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: resupply\_offer\_packet(carrier\_id, num\_munitions, munitions)  
calledBy:  
process\_resupply\_offer in resupp\_offer.c, (null)  
FUNCTION: service\_check\_vehicle\_type(pkt)  
FUNCTION: resupply\_near\_ammo\_receiver(v)  
calledBy:  
service\_check\_vehicle\_type in resupp.c, IFDEF notdef  
FUNCTION: resupply\_ammo\_received(ammo\_type)  
FUNCTION: resupply\_fuel\_received(gallons)  
FUNCTION: vehicle\_ammo\_is\_close(list, vehicle, size\_of\_list)  
calledBy:  
ammo\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: vehicle\_fuel\_is\_close(list, vehicle, size\_of\_list)  
calledBy:  
fuel\_receive\_loading\_state in resupp.c, (null)  
FUNCTION: resupply\_debug\_prints()  
FUNCTION: resupply\_debug\_actual\_prints()  
FUNCTION: resupply\_get\_ammo\_offered(type)  
calledBy:  
ammo\_decide\_round\_type in ammo.c, IFDEF LIBMUN\_DEBUG  
ammo\_start\_external\_resupply in ammo.c, IFDEF LIBMUN\_DEBUG  
ammo\_start\_external\_resupply in ammo.c, (null)  
FUNCTION: resupply\_thank\_you\_packet(receiver\_id, num\_munitions, munitions)  
calledBy:  
process\_resupply\_received in resupp\_recvd.c, (null)  
FUNCTION: ammo\_resupply\_send\_simul()  
calledBy:  
resupply\_simul in resupp.c, (null)  
FUNCTION: ammo\_send\_quiet\_state()



calledBy:  
    ammo\_resupply\_send\_simul in resupp.c, (null)  
FUNCTION: ammo\_send\_waiting\_state()  
    calledBy:  
        ammo\_resupply\_send\_simul in resupp.c, (null)  
FUNCTION: ammo\_send\_servicing\_state()  
    calledBy:  
        ammo\_resupply\_send\_simul in resupp.c, (null)  
FUNCTION: resupply\_feed\_me\_packet(receiver\_id, num\_munitions,  
    feed\_me\_munitions)  
    calledBy:  
        process\_service\_request in service\_req.c, (null)  
FUNCTION: resupply\_offer\_canceled(carrier\_id)  
    calledBy:  
        process\_resupply\_cancel in resupp\_canc.c, (null)  
FUNCTION: resupply\_request\_canceled(receiver\_id)  
    calledBy:  
        process\_resupply\_cancel in resupp\_canc.c, (null)  
FUNCTION: clear\_ammo\_receivers()  
FUNCTION: print\_resupply\_status(s)  
    calledBy:  
        resupply\_simul in resupp.c, (null)  
FUNCTION: mun\_get\_ammo\_resupply\_receive\_state()  
FUNCTION: mun\_get\_ammo\_resupply\_send\_state()  
FUNCTION: mun\_get\_fuel\_resupply\_receive\_state()  
FUNCTION: mun\_set\_ammo\_resupply\_list(ammo\_vehs, num\_of\_ammo\_vehs)  
FUNCTION: mun\_set\_fuel\_resupply\_list(fuel\_vehs, num\_of\_fuel\_vehs)

**DIRECTORY: ./gt/vehicle/libsrc/libnear****FILE: near\_point.c**

FUNCTION: near\_get\_next\_veh\_near\_point(veh\_list\_id, point, dist\_2, index)  
    calledBy:  
        missile\_fuze\_invest\_prox in fuze\_prox.c, (null)  
FUNCTION: near\_get\_veh\_if\_still\_near\_point(vehicle\_id, point, dist\_2)  
    calledBy:  
        missile\_fuze\_invest\_prox in fuze\_prox.c, (null)  
        near\_get\_preferred\_veh\_near\_point in near\_point.c, (null)  
FUNCTION: near\_get\_veh\_closest\_to\_point(veh\_list\_id, point, dist\_2)  
    calledBy:  
        near\_get\_preferred\_veh\_near\_point in near\_point.c, (null)  
FUNCTION: near\_get\_preferred\_veh\_near\_point(veh\_id, veh\_list\_id, point, dist\_2)

**FILE: near\_vector.c**

FUNCTION: near\_get\_next\_veh\_near\_vector(veh\_list\_id, loc, vec, cos\_2, index)  
FUNCTION: near\_get\_veh\_if\_still\_near\_vector(veh\_id, loc, vec, cos\_2)  
    calledBy:  
        near\_get\_preferred\_veh\_near\_vector in near\_vector.c, (null)  
FUNCTION: near\_get\_veh\_closest\_to\_vector(veh\_list\_id, loc, vec, cos\_2)  
    calledBy:  
        near\_get\_preferred\_veh\_near\_vector in near\_vector.c, (null)  
FUNCTION: near\_get\_preferred\_veh\_near\_vector(veh\_id, veh\_list\_id, loc, vec,  
    cos\_2)  
    calledBy:  
        missile\_maverick\_pre\_launch in miss\_maverck.c, (null)

missile\_maverick\_fly in miss\_maverck.c, (null)  
missile\_nlos\_fly in miss\_nlos.c, (null)  
missile\_stinger\_pre\_launch in miss\_stinger.c, (null)  
missile\_stinger\_fly in miss\_stinger.c, (null)

**DIRECTORY: ./gt/vehicle/libsrc/libnewkin**

FILE: chk\_update.c

FUNCTION: kinematics\_update\_check(out\_kinemat)

FILE: hull\_info.c

FUNCTION: kinematics\_get\_w\_to\_h(out\_kinemat)

calledBy:

get\_packet\_parameters in kato\_control.c, (null)  
veh\_spec\_init in kato\_main.c, (null)  
process\_indirect\_fire in o\_ind\_fire.c, (null)  
rotate\_hull\_init in rot\_comm.c, (null)  
rotate\_hull\_simul in rot\_comm.c, (null)  
turret\_get\_stab\_changes in turret.c, (null)  
turret\_get\_g\_to\_w in turret.c, (null)  
turret\_calc\_azimuth in turret.c, (null)

FUNCTION: kinematics\_get\_h\_to\_w(out\_kinemat)

calledBy:

controller\_init\_orientation in kato\_control.c, (null)  
controller\_velocity\_attach in kato\_control.c, (null)  
format\_vehicle\_appearance in appearance.c, (null)  
format\_stealth\_appearance in appearance.c, (null)  
ground\_frame\_calc in ground.c, (null)  
turret\_set\_stab\_sys in turret.c, (null)

FUNCTION: kinematics\_get\_h\_to\_o(out\_kinemat)

calledBy:

process\_indirect\_fire in o\_ind\_fire.c, (null)

FUNCTION: kinematics\_get\_o\_to\_h(out\_kinemat)

calledBy:

lock\_on\_target\_vehicle in kato\_attach.c, (null)  
controller\_init\_orientation in kato\_control.c, (null)  
controller\_terrain\_follow in kato\_control.c, (null)  
keyboard\_simul in kato\_keybrd.c, (null)  
veh\_spec\_init in kato\_main.c, (null)  
process\_fire in fire.c, (null)  
format\_vehicle\_appearance in appearance.c, (null)  
format\_stealth\_appearance in appearance.c, (null)  
process\_msg\_local\_terrain in proc\_l\_terr.c, (null)  
process\_msg\_lt\_piece in proc\_lt\_pi.c, IFDEF OLD  
rotate\_hull\_init in rot\_comm.c, (null)  
rotate\_hull\_simul in rot\_comm.c, (null)  
sad\_simul in old\_way\_ed.c, (null)  
waypoint\_editor in way\_ed.c, (null)  
sad\_simul in way\_ed.c, (null)

FUNCTION: kinematics\_get\_u\_norm(out\_kinemat)

FUNCTION: kinematics\_get\_velocity(out\_kinemat)

calledBy:

format\_vehicle\_appearance in appearance.c, (null)  
format\_stealth\_appearance in appearance.c, (null)

FUNCTION: kinematics\_get\_d\_pos(out\_kinemat)

FILE: kin\_init.c

FUNCTION: kinematics\_uninit(out\_kinemat)

calledBy:

hull\_uninit in hull\_init.c, (null)

kinematics\_init in kin\_init.c, (null)

FUNCTION: kinematics\_init(veh\_kin, veh\_bigwh, veh\_susp, veh\_terr)

calledBy:

hull\_init in hull\_init.c, (null)

FILE: kin\_simul.c

FUNCTION: kinematics\_simul(out\_kinemat)

calledBy:

simulation\_state\_machine in main.c, (null)

FILE: set\_loc\_kin.c

FUNCTION: kinematics\_set\_local\_kinematics(loc\_kin)

calledBy:

kinematics\_simul in kin\_simul.c, (null)

FILE: update.c

FUNCTION: kinematics\_update\_rva(out\_kinemat)

FILE: veh\_init.c

FUNCTION: kinematics\_pos\_init(out\_kinemat, x, y, yaw)

calledBy:

network\_use\_activation in ause\_activ.c, (null)

network\_use\_activation in use\_activ.c, (null)

kinematics\_uninit in kin\_init.c, (null)

FUNCTION: kinematics\_vehicle\_init(loc\_kin, x, y, z, yaw)

calledBy:

kinematics\_simul in kin\_simul.c, (null)

kinematics\_pos\_init in veh\_init.c, (null)

**DIRECTORY: ./gt/vehicle/libsrc/libobjects**

FILE: obj\_adjust.c

FUNCTION: obj\_adjust\_static\_objects()

calledBy:

msg\_tell\_cig\_about\_remote\_entities in tell\_cig.c, (null)

FILE: obj\_info.c

FUNCTION: obj\_get\_object\_location(object\_id)

calledBy:

msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)

msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)

add\_staticveh\_state\_to\_cig\_msg in pre\_stat\_veh.c, (null)

FUNCTION: obj\_get\_object\_orientation(object\_id)

calledBy:

add\_staticveh\_state\_to\_cig\_msg in pre\_stat\_veh.c, (null)

FUNCTION: obj\_get\_object\_type(object\_id)

calledBy:

msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)

msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)

FUNCTION: obj\_get\_object\_appearance\_modifiers(object\_id)  
calledBy:  
    msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)  
    msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)

FUNCTION: obj\_get\_object\_hash\_key(object\_id)  
calledBy:  
    msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)  
    msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)

FILE: obj\_lists.c

FUNCTION: obj\_create\_output\_lists(num\_objects)  
calledBy:  
    obj\_create\_objects in obj\_storage.c, (null)

FUNCTION: obj\_clear\_object\_lists()  
calledBy:  
    obj\_adjust\_static\_objects in obj\_adjust.c, (null)  
    obj\_create\_output\_lists in obj\_lists.c, (null)

FUNCTION: obj\_add\_to\_list(list\_id, object\_id)  
calledBy:  
    obj\_adjust\_static\_objects in obj\_adjust.c, (null)

FUNCTION: obj\_get\_object\_list(list\_id, num\_objects)  
calledBy:  
    msg\_delete\_old\_static\_objects in pre\_stat\_rm.c, (null)  
    msg\_add\_new\_static\_objects in pre\_stat\_veh.c, (null)

FILE: obj\_markers.c

FUNCTION: obj\_process\_markers(markers)  
calledBy:  
    process\_markers in markers.c, (null)

FUNCTION: process\_marker(marker, key, type)  
calledBy:  
    obj\_process\_markers in obj\_markers.c, (null)

FILE: obj\_range.c

FUNCTION: obj\_check\_range(center)  
calledBy:  
    cig\_prepare\_buffer in kato\_cig.c, (null)

FUNCTION: obj\_dont\_check\_range()

FUNCTION: obj\_get\_range\_squared(loc)  
calledBy:  
    process\_marker in obj\_markers.c, (null)

FILE: obj\_storage.c

FUNCTION: obj\_create\_objects(num\_objects)  
calledBy:  
    simulation\_state\_machine in main.c, (null)

FUNCTION: obj\_init\_objects()  
calledBy:  
    simulation\_state\_machine in main.c, (null)

FUNCTION: obj\_process\_object(location, orientation, type, app\_mods, hash\_key)  
calledBy:  
    process\_marker in obj\_markers.c, (null)

FUNCTION: obj\_delete\_object(hash\_key)  
calledBy:  
    obj\_adjust\_static\_objects in obj\_adjust.c, (null)

**DIRECTORY: /gt/vehicle/libsrc/libproc**

FILE: alt\_abv\_gnd.c  
    FUNCTION: cig\_altitude\_above\_gnd()  
        calledBy:  
            controller\_simul in kato\_control.c, (null)  
            ground\_interaction in ground.c, (null)  
            vehicle\_update in libupdate.c, (null)

FILE: get\_f\_status.c  
    FUNCTION: cig\_get\_file\_status\_data()

FILE: get\_file\_dat.c  
    FUNCTION: cig\_get\_file\_xfer\_data()

FILE: get\_laser.c  
    FUNCTION: cig\_laser\_range()

FILE: get\_laser2.c  
    FUNCTION: cig\_laser\_range2()

FILE: init\_agl\_rtn.c  
    FUNCTION: cig\_init\_msg\_agl\_routine(rtn)

FILE: proc\_agl.c  
    FUNCTION: process\_msg\_agl(mp)  
        calledBy:  
            veh\_spec\_proc\_buf in kato\_p\_buf.c, (null)

FILE: proc\_buf.c  
    FUNCTION: process\_buffer(mbp, buffer\_num)  
        calledBy:  
            cig\_process\_buffer in cig\_proc\_buf.c, (null)

FILE: proc\_ct\_ram.c  
    FUNCTION: process\_msg\_ctas\_return\_aam\_matrix(mp)

FILE: proc\_end.c  
    FUNCTION: process\_msg\_end()

FILE: proc\_f\_stat.c  
    FUNCTION: process\_msg\_file\_status(mp, length)  
        calledBy:  
            process\_buffer in proc\_buf.c, (null)

FILE: proc\_f\_xfer.c  
    FUNCTION: process\_msg\_file\_xfer(mp, length)  
        calledBy:  
            process\_buffer in proc\_buf.c, (null)

FILE: proc\_fdescr.c  
    FUNCTION: process\_msg\_file\_descr(mp, length)  
        calledBy:  
            process\_buffer in proc\_buf.c, (null)

FILE: proc\_hit.c  
    FUNCTION: process\_msg\_hit\_return(mp, length)  
    FUNCTION: process\_msg\_hit(mp, length)

FILE: proc\_lterr.c  
    FUNCTION: process\_msg\_local\_terrain(mp, length)  
        calledBy:  
            process\_msg\_lt\_piece in proc\_lt\_pi.c, (null)

FILE: proc\_laser.c  
    FUNCTION: (\*laser\_range\_response\_handler)()  
    FUNCTION: process\_msg\_laser\_return(mp, buffer\_num)

FILE: proc\_loc.c

**FILE:** proc\_lt\_pi.c  
**FUNCTION:** process\_msg\_lt\_piece(mp, length)  
**calledBy:**  
 veh\_spec\_proc\_buf in kato\_p\_buf.c, (null)

**FILE:** proc\_miss.c  
**FUNCTION:** process\_msg\_miss(mp, length)

**FILE:** proc\_pback.c  
**FUNCTION:** process\_msg\_pass\_back(mp)

**FILE:** proc\_sys\_err.c  
**FUNCTION:** process\_msg\_sys\_error(mp, length)  
**calledBy:**  
 process\_buffer in proc\_buf.c, (null)

**FILE:** set\_chunk.c  
**FUNCTION:** set\_chunk\_size(size)  
**calledBy:**  
 cig\_reconfig\_start in cig\_r\_start.c, (null)

**FILE:** set\_laser.c  
**FUNCTION:** set\_laser\_range\_response\_handler(handler)

**DIRECTORY:** ./gt/vehicle/libsrc/librotate

**FILE:** rot\_comm.c  
**FUNCTION:** rotate\_init\_cig\_element(cig\_id, cig\_node, parent, child)  
**calledBy:**  
 view\_init in kato\_view.c, (null)  
 rotate\_hull\_init in rot\_comm.c, (null)

**FUNCTION:** rotate\_reassign\_cig\_element(cig\_id, cig\_node, child)

**FUNCTION:** rotate\_reset\_cig\_list()

**FUNCTION:** rotate\_get\_cig\_info(cig\_id, cig\_node, mat, loc)  
**calledBy:**  
 rotate\_send\_msgs in rot\_comm.c, (null)

**FUNCTION:** rotate\_send\_msgs()  
**calledBy:**  
 cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)

**FUNCTION:** hull()  
**calledBy:**  
 cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
 cig\_prepare\_buffer in kato\_cig.c, (null)  
 view\_init in kato\_view.c, (null)  
 het\_keybrd\_send\_grow\_model\_TX in het\_kin.c, (null)  
 het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)  
 ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
 ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
 ldam\_draw\_sensor\_burn in het\_sb.c, (null)  
 ldam\_draw\_glare in het\_vg.c, (null)  
 sad\_get\_own\_vehicle\_heading\_degrees in veh\_heading.c, (null)  
 sad\_get\_own\_vehicle\_heading\_mils in veh\_heading.c, (null)  
 sad\_get\_heading\_angle\_sin in veh\_heading.c, (null)  
 sad\_get\_heading\_angle\_cos in veh\_heading.c, (null)

**FUNCTION:** rotate\_hull\_init()  
**calledBy:**  
 turret\_init in kato\_rotate.c, (null)

**FUNCTION:** rotate\_hull\_simul()  
**calledBy:**

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        turret_simul in kato_rotate.c, (null)
FILE: rot_element.c
FUNCTION: rotate_allocate_element()
FUNCTION: rotate_init_element(element, parent, axis_x, axis_y, axis_z, angle,
        stop_neg, stop_pos, max_rate, loc_x, loc_y, loc_z)
        view_init in kato_view.c, (null)
        het_init in het_inter.c, (null)
        het_init in het_kin.c, (null)
        rotate_hull_init in rot_comm.c, (null)
        rotate_init in rot_util.c, (null)
FUNCTION: rotate_init_stab_family(stab_child, base_x, base_y, base_z,
        priority_child)
FUNCTION: rotate_init_stab_orphan(element, base_x, base_y, base_z)
FUNCTION: rotate_init_stab_element(element, base_x, base_y, base_z)
        calledBy:
                rotate_init_stab_family in rot_element.c, (null)
                rotate_init_stab_orphan in rot_element.c, (null)
FUNCTION: rotate_init_offset_element(element)
FUNCTION: rotate_prioritize_elements(high, low)
FUNCTION: rotate_set_child_priority(element, priority)
FUNCTION: rotate_set_stops(element, stop_neg, stop_pos)
        calledBy:
                rotate_init_element in rot_element.c, (null)
FUNCTION: rotate_set_max_rate(element, max_rate)
        calledBy:
                view_centered in kato_view.c, (null)
                view_up_depressed in kato_view.c, (null)
                view_down_depressed in kato_view.c, (null)
                view_set_pitch_angle in kato_view.c, (null)
                rotate_init_element in rot_element.c, (null)
FUNCTION: rotate_set_dynamic_characteristics(element, nat_freq, damping_fac)
FUNCTION: rotate_set_dynamic_state(element, dynamics_on)
FUNCTION: rotate_set_pre_command_function(element, function_ptr)
FUNCTION: rotate_set_post_command_function(element, function_ptr)
FUNCTION: rotate_set_no_rotate(element)
FUNCTION: rotate_set_mat(element, parent_to_self)
        calledBy:
                het_calib_set_transmitter_matrix in het_calib.c, (null)
                compute_fudge_matrix in het_calib.c, IFDEF notdef
                het_init in het_inter.c, (null)
                het_simul in het_inter.c, (null)
                het_init in het_kin.c, (null)
                het_simul in het_kin.c, IFDEF DEBUGGING_LDAM
                het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
                rotate_hull_init in rot_comm.c, (null)
                rotate_hull_simul in rot_comm.c, (null)
FUNCTION: rotate_set_angle(element, angle)
        calledBy:
                view_simul in kato_view.c, (null)
                rotate_set_current_angle in rot_element.c, (null)
FUNCTION: rotate_set_rate(element, rate)
        calledBy:
                view_simul in kato_view.c, (null)
                view_simul in kato_view.c, IFNDEF USE_SPACEBALL

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    view_set_pitch_rate in kato_view.c, (null)
FUNCTION: rotate_set_angle_and_rate(element, angle, rate)
FUNCTION: rotate_set_current_angle(element)
FUNCTION: rotate_modify_stab_offset(element, offset)
FUNCTION: rotate_set_stab_vector(element, stab_vector)
FUNCTION: rotate_set_stab_vector_in_coordinates(element, stab_vector, coords)
    calledBy:
        rotate_set_stab_vector in rot_element.c, (null)
        rotate_set_stab_current_position_in_coordinates in rot_element.c, (null)
FUNCTION: rotate_set_stab_current_position(element)
FUNCTION: rotate_set_stab_current_position_in_coordinates(element, coords)
    calledBy:
        rotate_set_stab_current_position in rot_element.c, (null)
FUNCTION: rotate_set_stab_point(element, stab_point)
FUNCTION: rotate_set_stab_point_in_coordinates(element, stab_point, coords)
    calledBy:
        rotate_set_stab_point in rot_element.c, (null)
FUNCTION: rotate_set_stab_rate(element, rate)
FUNCTION: rotate_set_stab_rate_in_coordinates(element, rate, coords)
    calledBy:
        rotate_set_stab_rate in rot_element.c, (null)
FUNCTION: rotate_set_loc(element, location)
    calledBy:
        het_calib_set_transmitter_loc in het_calib.c, (null)
        het_calib_inc_transmitter_loc in het_calib.c, IFDEF notdef
        het_calib_dec_transmitter_loc in het_calib.c, IFDEF notdef
        het_init in het_inter.c, (null)
        het_simul in het_inter.c, (null)
        het_init in het_kin.c, (null)
        het_simul in het_kin.c, IFDEF DEBUGGING_LDAM
        het_simul in het_kin.c, IFNDEF DEBUGGING_LDAM
        rotate_hull_init in rot_comm.c, (null)
        rotate_hull_simul in rot_comm.c, (null)
FUNCTION: rotate_get_angle(element)
    calledBy:
        view_simul in kato_view.c, (null)
        view_get_pitch_angle in kato_view.c, (null)
        view_get_yaw_angle in kato_view.c, (null)
FUNCTION: rotate_get_sin_angle(element)
FUNCTION: rotate_get_cos_angle(element)
FUNCTION: rotate_get_rate(element)
FILE: rot_relate.c
FUNCTION: rotate_relate_init()
    calledBy:
        rotate_init in rot_util.c, (null)
FUNCTION: rotate_number_node(element)
    calledBy:
        rotate_relate_init in rot_relate.c, (null)
        rotate_number_node in rot_relate.c, (null)
FUNCTION: rotate_fill_permanent_tree(element)
    calledBy:
        rotate_relate_init in rot_relate.c, (null)
        rotate_fill_permanent_tree in rot_relate.c, (null)
FUNCTION: rotate_find_path(last, from, to, path)

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calledBy:  
    rotate\_relate\_init in rot\_relate.c, (null)  
    rotate\_find\_path in rot\_relate.c, (null)  
FUNCTION: rotate\_relate\_simul()  
    calledBy:  
        rotate\_simul in rot\_util.c, (null)  
FUNCTION: rotate\_update\_product(index)  
    calledBy:  
        rotate\_relate\_simul in rot\_relate.c, (null)  
FUNCTION: rotate\_get\_mat(from, to)  
    calledBy:  
        cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
        nlos\_launch in kato\_nlos.c, (null)  
        nlos\_launch\_trailing\_missile in kato\_nlos.c, (null)  
        nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)  
        nlos\_set\_waypoint\_at\_present\_yaw in kato\_nlos.c, (null)  
        read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
        nlos\_set\_pre\_terminal\_view\_point in kato\_nlos.c, (null)  
        view\_to\_world in kato\_view.c, (null)  
        compute\_fudge\_matrix in het\_calib.c, IFDEF notdef  
        het\_simul in het\_inter.c, (null)  
        het\_simul in het\_kin.c, (null)  
        het\_keybrd\_send\_grow\_model\_TX in het\_kin.c, (null)  
        het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)  
        ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
        compute\_pseudo\_gaze in het\_ldam.c, (null)  
        ldam\_draw\_game\_over in het\_md.c, (null)  
        ldam\_draw\_sensor\_burn in het\_sb.c, (null)  
        ldam\_draw\_scotoma in het\_sc.c, (null)  
        het\_send\_packet in het\_send\_pkt.c, IFDEF notdef  
        ldam\_draw\_glare in het\_vg.c, (null)  
        rotate\_get\_cig\_info in rot\_comm.c, (null)  
        rotate\_set\_stab\_current\_position\_in\_coordinates in rot\_element.c, (null)  
        rotate\_set\_stab\_rate\_in\_coordinates in rot\_element.c, (null)  
        rotate\_exec in rot\_util.c, (null)  
        rotate\_stab in rot\_util.c, (null)  
        sad\_get\_own\_vehicle\_heading\_degrees in veh\_heading.c, (null)  
        sad\_get\_own\_vehicle\_heading\_mils in veh\_heading.c, (null)  
        sad\_get\_heading\_angle\_sin in veh\_heading.c, (null)  
        sad\_get\_heading\_angle\_cos in veh\_heading.c, (null)  
FUNCTION: rotate\_mat(from, to)  
    calledBy:  
        rotate\_get\_mat in rot\_relate.c, (null)  
        rotate\_mat in rot\_relate.c, (null)  
        rotate\_get\_loc in rot\_relate.c, (null)  
FUNCTION: rotate\_set\_transform(element)  
    calledBy:  
        rotate\_exec in rot\_util.c, (null)  
FUNCTION: rotate\_transform\_index(from, to)  
    calledBy:  
        rotate\_relate\_init in rot\_relate.c, (null)  
        rotate\_fill\_permanent\_tree in rot\_relate.c, (null)  
        rotate\_find\_path in rot\_relate.c, (null)  
        rotate\_update\_product in rot\_relate.c, (null)

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rotate_get_mat in rot_relate.c, (null)
rotate_mat in rot_relate.c, (null)
dump_transform in rot_relate.c, (null)
rotate_print_transform_values in rot_relate.c, (null)
rotate_print_transform_net_values in rot_relate.c, (null)
rotate_print_transform_products in rot_relate.c, (null)
FUNCTION: rotate_get_loc(from_element, to_element)
calledBy:
    cig_prepare_buffer in kato_cig.c, IFDEF ODIN
    cig_prepare_buffer in kato_cig.c, (null)
    nlos_simul in kato_nlos.c, (null)
    nlos_launch in kato_nlos.c, (null)
    nlos_launch_trailing_missile in kato_nlos.c, (null)
    nlos_set_waypoint_at_present_yaw in kato_nlos.c, (null)
    read_file_containing_waypoints in kato_nlos.c, (null)
    het_simul in het_inter.c, (null)
    het_simul in het_kin.c, (null)
    het_kin_keybrd_print_gaze in het_kin.c, (null)
    ldam_use_fire_to_compute_damages in het_ldam.c, (null)
    ldam_compute_damage_table_quantities in het_ldam.c, (null)
    compute_pseudo_gaze in het_ldam.c, (null)
    ldam_draw_game_over in het_md.c, (null)
    ldam_draw_scotoma in het_sc.c, (null)
    het_send_packet in het_send_pkt.c, (null)
    ldam_draw_glare in het_vg.c, (null)
    rotate_get_cig_info in rot_comm.c, (null)
    rotate_stab in rot_util.c, (null)
FUNCTION: rotate_set_location(element)
calledBy:
    rotate_exec in rot_util.c, (null)
FUNCTION: rotate_location_index(from, to)
calledBy:
    rotate_relate_init in rot_relate.c, (null)
    rotate_fill_permanent_tree in rot_relate.c, (null)
    rotate_get_loc in rot_relate.c, (null)
    dump_location in rot_relate.c, (null)
FUNCTION: rotate_break_links(element, translation, orientation, rotation)
calledBy:
    rotate_exec in rot_util.c, (null)
FUNCTION: dump_transform(from, to)
calledBy:
    relate_dump_transforms in rot_relate.c, (null)
FUNCTION: dump_location(from, to)
calledBy:
    relate_dump_locations in rot_relate.c, (null)
FUNCTION: dump_break_list(break_list)
FUNCTION: relate_dump_transforms()
FUNCTION: relate_dump_locations()
FUNCTION: rotate_print_transform_values()
FUNCTION: rotate_print_transform_net_values()
FUNCTION: rotate_print_transform_products()
FILE: rot_transf.c
FUNCTION: rotate_storage_clear()
FUNCTION: rotate_set_transform(from, to, from_to_to)

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calledBy:  
 rotate\_exec in rot\_util.c, (null)

FUNCTION: rotate\_get\_mat(from, to, result)  
 calledBy:  
 cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
 nlos\_launch in kato\_nlos.c, (null)  
 nlos\_launch\_trailing\_missile in kato\_nlos.c, (null)  
 nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)  
 nlos\_set\_waypoint\_at\_present\_yaw in kato\_nlos.c, (null)  
 read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
 nlos\_set\_pre\_terminal\_view\_point in kato\_nlos.c, (null)  
 view\_to\_world in kato\_view.c, (null)  
 compute\_fudge\_matrix in het\_calib.c, IFDEF notdef  
 het\_simul in het\_inter.c, (null)  
 het\_simul in het\_kin.c, (null)  
 het\_keybrd\_send\_grow\_model\_TX in het\_kin.c, (null)  
 het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)  
 ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
 compute\_pseudo\_gaze in het\_ldam.c, (null)  
 ldam\_draw\_game\_over in het\_md.c, (null)  
 ldam\_draw\_sensor\_burn in het\_sb.c, (null)  
 ldam\_draw\_scotoma in het\_sc.c, (null)  
 het\_send\_packet in het\_send\_pkt.c, IFDEF notdef  
 ldam\_draw\_glare in het\_vg.c, (null)  
 rotate\_get\_cig\_info in rot\_comm.c, (null)  
 rotate\_set\_stab\_current\_position\_in\_coordinates in rot\_element.c, (null)  
 rotate\_set\_stab\_rate\_in\_coordinates in rot\_element.c, (null)  
 rotate\_exec in rot\_util.c, (null)  
 rotate\_stab in rot\_util.c, (null)  
 sad\_get\_own\_vehicle\_heading\_degrees in veh\_heading.c, (null)  
 sad\_get\_own\_vehicle\_heading\_mils in veh\_heading.c, (null)  
 sad\_get\_heading\_angle\_sin in veh\_heading.c, (null)  
 sad\_get\_heading\_angle\_cos in veh\_heading.c, (null)

FUNCTION: rotate\_get\_stored\_trans(from, to, index)  
 calledBy:  
 rotate\_get\_mat in rot\_transf.c, (null)  
 rotate\_get\_loc in rot\_transf.c, (null)

FUNCTION: rotate\_calculate\_mat(from, to, result)  
 calledBy:  
 rotate\_get\_mat in rot\_transf.c, (null)

FUNCTION: rotate\_calculate\_dir\_mat(from, to, result)  
 calledBy:  
 rotate\_calculate\_mat in rot\_transf.c, (null)  
 rotate\_calculate\_dir\_mat in rot\_transf.c, (null)

FUNCTION: rotate\_get\_loc(from, to, result)  
 calledBy:  
 cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN  
 cig\_prepare\_buffer in kato\_cig.c, (null)  
 nlos\_simul in kato\_nlos.c, (null)  
 nlos\_launch in kato\_nlos.c, (null)  
 nlos\_launch\_trailing\_missile in kato\_nlos.c, (null)  
 nlos\_set\_waypoint\_at\_present\_yaw in kato\_nlos.c, (null)  
 read\_file\_containing\_waypoints in kato\_nlos.c, (null)  
 het\_simul in het\_inter.c, (null)

het\_simul in het\_kin.c, (null)  
het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)  
ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)  
ldam\_compute\_damage\_table\_quantities in het\_ldam.c, (null)  
compute\_pseudo\_gaze in het\_ldam.c, (null)  
ldam\_draw\_game\_over in het\_md.c, (null)  
ldam\_draw\_scotoma in het\_sc.c, (null)  
het\_send\_packet in het\_send\_pkt.c, (null)  
ldam\_draw\_glare in het\_vg.c, (null)  
rotate\_get\_cig\_info in rot\_comm.c, (null)  
rotate\_stab in rot\_util.c, (null)  
FUNCTION: rotate\_get\_stored\_loc(from, to, index)  
calledBy:  
rotate\_get\_loc in rot\_transf.c, (null)  
FUNCTION: rotate\_calculate\_loc(from, to, result)  
calledBy:  
rotate\_get\_loc in rot\_transf.c, (null)  
FUNCTION: rotate\_calculate\_loc\_descend(from, to, result)  
calledBy:  
rotate\_calculate\_loc in rot\_transf.c, (null)  
rotate\_calculate\_loc\_descend in rot\_transf.c, (null)  
FUNCTION: rotate\_calculate\_loc\_ascend(from, to, result)  
calledBy:  
rotate\_calculate\_loc in rot\_transf.c, (null)  
rotate\_calculate\_loc\_ascend in rot\_transf.c, (null)  
FUNCTION: rotate\_find\_ancestor(current\_level, target\_depth)  
calledBy:  
rotate\_calculate\_mat in rot\_transf.c, (null)  
rotate\_calculate\_loc in rot\_transf.c, (null)  
rotate\_find\_ancestor in rot\_transf.c, (null)  
FUNCTION: rotate\_find\_common\_ancestor(level\_a, level\_b)  
calledBy:  
rotate\_calculate\_mat in rot\_transf.c, (null)  
rotate\_calculate\_loc in rot\_transf.c, (null)  
rotate\_find\_common\_ancestor in rot\_transf.c, (null)  
FILE: rot\_util.c  
FUNCTION: rotate\_init()  
calledBy:  
turret\_init in kato\_rotate.c, (null)  
FUNCTION: rotate\_init\_check(self)  
calledBy:  
rotate\_init in rot\_util.c, (null)  
rotate\_init\_check in rot\_util.c, (null)  
FUNCTION: rotate\_simul()  
calledBy:  
turret\_simul in kato\_rotate.c, (null)  
FUNCTION: rotate\_exec(self)  
calledBy:  
rotate\_init in rot\_util.c, (null)  
rotate\_simul in rot\_util.c, (null)  
rotate\_exec in rot\_util.c, (null)  
FUNCTION: rotate\_become\_legal(element, angle, new\_angle, rate)  
calledBy:  
rotate\_exec in rot\_util.c, (null)

FUNCTION: rotate\_stab(self)

calledBy:

rotate\_exec in rot\_util.c, (null)

FUNCTION: rotate\_valid\_angle(angle)

calledBy:

rotate\_init\_element in rot\_element.c, (null)

rotate\_set\_angle in rot\_element.c, (null)

rotate\_set\_angle\_and\_rate in rot\_element.c, (null)

rotate\_exec in rot\_util.c, (null)

rotate\_stab in rot\_util.c, (null)

FUNCTION: world()

calledBy:

cig\_prepare\_buffer in kato\_cig.c, IFDEF ODIN

cig\_prepare\_buffer in kato\_cig.c, (null)

nlos\_simul in kato\_nlos.c, (null)

nlos\_launch in kato\_nlos.c, (null)

nlos\_launch\_trailing\_missile in kato\_nlos.c, (null)

nlos\_compute\_missile\_target\_loc in kato\_nlos.c, (null)

nlos\_set\_waypoint\_at\_present\_yaw in kato\_nlos.c, (null)

read\_file\_containing\_waypoints in kato\_nlos.c, (null)

nlos\_set\_pre\_terminal\_view\_point in kato\_nlos.c, (null)

view\_to\_world in kato\_view.c, (null)

het\_simul in het\_inter.c, (null)

het\_kin\_keybrd\_print\_gaze in het\_kin.c, (null)

ldam\_use\_fire\_to\_compute\_damages in het\_ldam.c, (null)

compute\_pseudo\_gaze in het\_ldam.c, (null)

ldam\_draw\_game\_over in het\_md.c, (null)

ldam\_draw\_scotoma in het\_sc.c, (null)

het\_send\_packet in het\_send\_pkt.c, IFDEF notdef

het\_send\_packet in het\_send\_pkt.c, (null)

ldam\_draw\_glare in het\_vg.c, (null)

rotate\_hull\_init in rot\_comm.c, (null)

rotate\_init\_element in rot\_element.c, (null)

rotate\_set\_stab\_vector in rot\_element.c, (null)

rotate\_set\_stab\_current\_position in rot\_element.c, (null)

rotate\_set\_stab\_point in rot\_element.c, (null)

rotate\_set\_stab\_rate in rot\_element.c, (null)

rotate\_relate\_init in rot\_relate.c, (null)

sad\_get\_own\_vehicle\_heading\_degrees in veh\_heading.c, (null)

sad\_get\_own\_vehicle\_heading\_mils in veh\_heading.c, (null)

sad\_get\_heading\_angle\_sin in veh\_heading.c, (null)

sad\_get\_heading\_angle\_cos in veh\_heading.c, (null)

DIRECTORY: ./gt/vehicle/libsrc/libsad

FILE: database.c

FUNCTION: sad\_get\_database\_map\_info()

calledBy:

sad\_init in way\_ed.c, (null)

FUNCTION: read\_map\_info(fp, map\_infop)

calledBy:

sad\_get\_database\_map\_info in database.c, (null)

FILE: drv\_display.c

FUNCTION: drivers\_display\_init(which\_tty)

FUNCTION: drivers\_display(veh\_heading, waypoint\_heading, waypoint\_number,  
     waypoint\_dist)  
     calledBy:  
         sad\_simul in way\_ed.c, (null)  
 FUNCTION: drivers\_display\_uninit()  
 FILE: map.c  
 FUNCTION: utm\_to\_xy(map\_info, utm\_str, coord)  
     calledBy:  
         waypoint\_editor in old\_way\_ed.c, IFDEF notdef  
         waypoint\_editor in way\_ed.c, (null)  
         recall\_waypoints in way\_ed.c, (null)  
 FUNCTION: xy\_to\_utm(map\_info, coord, utm\_str, prec, separator)  
     calledBy:  
         sad\_drop\_marker in old\_way\_ed.c, IFDEF notdef  
         waypoint\_editor in way\_ed.c, (null)  
         sad\_simul in way\_ed.c, (null)  
         sad\_drop\_marker in way\_ed.c, (null)  
         sad\_target\_store in way\_ed.c, (null)  
         sad\_get\_my\_utm in way\_ed.c, (null)  
 FILE: old\_way\_ed.c  
 FUNCTION: waypoint\_editor()  
     calledBy:  
         main in sun\_wayed.c, (null)  
 FUNCTION: sad\_simul()  
 FUNCTION: sad\_drop\_marker()  
 FUNCTION: sad\_radar\_warning(radar\_packet)  
 FUNCTION: sad\_get\_terminal\_pointer(term\_pointer)  
 FILE: sun\_stubs.c  
 FUNCTION: sad\_get\_database\_map\_info()  
     calledBy:  
         sad\_init in way\_ed.c, (null)  
 FUNCTION: controls\_radar\_warning()  
     calledBy:  
         sad\_simul in old\_way\_ed.c, (null)  
         sad\_simul in way\_ed.c, (null)  
 FUNCTION: softp\_bearing\_update()  
     calledBy:  
         sad\_simul in way\_ed.c, (null)  
 FUNCTION: softp\_marker\_update()  
     calledBy:  
         sad\_simul in way\_ed.c, (null)  
 FUNCTION: softp\_font\_size()  
     calledBy:  
         clear\_waypoints in way\_ed.c, (null)  
         renumber\_waypoints in way\_ed.c, (null)  
         waypoint\_editor in way\_ed.c, (null)  
         recall\_waypoints in way\_ed.c, (null)  
 FUNCTION: kinematics\_get\_o\_to\_h()  
     calledBy:  
         lock\_on\_target\_vehicle in kato\_attach.c, (null)  
         controller\_init\_orientation in kato\_control.c, (null)  
         controller\_terrain\_follow in kato\_control.c, (null)  
         keyboard\_simul in kato\_keybrd.c, (null)  
         veh\_spec\_init in kato\_main.c, (null)

process\_fire in fire.c, (null)  
format\_vehicle\_appearance in appearance.c, (null)  
format\_stealth\_appearance in appearance.c, (null)  
process\_msg\_local\_terrain in proc\_l\_terr.c, (null)  
process\_msg\_lt\_piece in proc\_lt\_pi.c, IFDEF OLD  
rotate\_hull\_init in rot\_comm.c, (null)  
rotate\_hull\_simul in rot\_comm.c, (null)  
sad\_simul in old\_way\_ed.c, (null)  
waypoint\_editor in way\_ed.c, (null)  
sad\_simul in way\_ed.c, (null)  
FUNCTION: sad\_get\_own\_vehicle\_heading\_mils()  
calledBy:  
sad\_simul in way\_ed.c, (null)  
FUNCTION: rva\_get\_air\_veh\_list()  
calledBy:  
rva\_get\_output\_list in get\_list.c, (null)  
sad\_simul in old\_way\_ed.c, (null)  
FUNCTION: xy\_to\_utm()  
calledBy:  
sad\_drop\_marker in old\_way\_ed.c, IFDEF notdef  
waypoint\_editor in way\_ed.c, (null)  
sad\_simul in way\_ed.c, (null)  
sad\_drop\_marker in way\_ed.c, (null)  
sad\_target\_store in way\_ed.c, (null)  
sad\_get\_my\_utm in way\_ed.c, (null)  
FUNCTION: set\_cmd\_heading\_state()  
calledBy:  
sad\_simul in way\_ed.c, (null)  
FUNCTION: sad\_get\_heading\_angle\_cos()  
calledBy:  
sad\_simul in way\_ed.c, (null)  
FUNCTION: drivers\_display()  
calledBy:  
sad\_simul in way\_ed.c, (null)  
FUNCTION: softp\_range\_update()  
calledBy:  
sad\_simul in way\_ed.c, (null)  
FUNCTION: veh\_kinematics()  
FUNCTION: cig\_2d\_set\_cmd\_heading()  
calledBy:  
sad\_simul in way\_ed.c, (null)  
FUNCTION: timers\_get\_current\_tick()  
calledBy:  
timed\_printf in timed\_printf.c, IFNDEF GT\_  
network\_print\_statistics in nwk\_stats.c, (null)  
network\_check\_veh\_appearance in nwk\_thresh.c, (null)  
veh\_spec\_exit in niu\_main.c, (null)  
veh\_spec\_exit in kato\_main.c, (null)  
meter\_simul in kato\_meter.c, (null)  
network\_print\_statistics in print\_stats.c, (null)  
network\_check\_veh\_appearance in thresh.c, (null)  
process\_msg\_lt\_piece in proc\_lt\_pi.c, IF DEBUG  
sad\_simul in way\_ed.c, (null)  
FUNCTION: controls\_radar\_warning\_reset()

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calledBy:
    sad_simul in old_way_ed.c, (null)
    sad_simul in way_ed.c, (null)
FUNCTION: softp_current_posit_update()
calledBy:
    sad_simul in way_ed.c, (null)
FUNCTION: keybrd_tty_close()
calledBy:
    main in svstst.c, (null)
    keyboard_exit_gracefully in niu_keybrd.c, (null)
    exit_gracefully in calibrate.c, (null)
    exit_gracefully in ncalib.c, (null)
    exit_gracefully in panel_test.c, (null)
    keyboard_exit_gracefully in kato_keybrd.c, (null)
    D6_close in D6_libry.c, (null)
    drivers_display_uninit in drv_display.c, (null)
    sad_uninit in way_ed.c, (null)
    SbClose in sbcustom.c, (null)
FUNCTION: network_get_vehicle_id()
calledBy:
    process_collision in collision.c, (null)
    do_protocol_on_sim_packet in proc_a_pkt.c, (null)
    format_stealth_appearance in appearance.c, (null)
    network_send_citv_instrumentation in citv_instr.c, (null)
    network_send_citv_orientation in citv_orient.c, (null)
    can_ignore in stat_rsp.c, (null)
    het_send_packet in het_send_pkt.c, (null)
    sad_radar_warning in way_ed.c, (null)
FUNCTION: meter_cmd_heading_set()
calledBy:
    sad_simul in way_ed.c, (null)
FUNCTION: sad_get_heading_angle_sin()
calledBy:
    sad_simul in way_ed.c, (null)
FUNCTION: keybrd_tty_reset()
calledBy:
    keyboard_exit_gracefully in niu_keybrd.c, (null)
    exit_gracefully in calibrate.c, (null)
    exit_gracefully in ncalib.c, (null)
    exit_gracefully in panel_test.c, (null)
    keyboard_reset_terminal in kato_keybrd.c, (null)
    drivers_display_uninit in drv_display.c, (null)
    sad_uninit in way_ed.c, (null)
FUNCTION: rva_get_output_list()
calledBy:
    NetworkDumpRva in network.c, (null)
    ResetVehicleList in network.c, (null)
    TrackAcquire in track.c, (null)
    msg_bld_vehicle_buffer in bld_updates.c, (null)
    cig_msg_add_new_othervehs in add_veh2cig.c, (null)
    cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
    cig_msg_delete_old_othervehs in del_veh.c, (null)
    lock_on_target_vehicle in kato_attach.c, (null)
    cig_prepare_buffer in kato_cig.c, IFDEF ODIN

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msg\_add\_new\_othervehs in add\_veh2cig.c, (null)  
 msg\_process\_othervehs in adj\_otherveh.c, (null)  
 msg\_write\_update\_list in msg\_loc.c, (null)  
 near\_get\_next\_veh\_near\_point in near\_point.c, (null)  
 near\_get\_veh\_closest\_to\_point in near\_point.c, (null)  
 near\_get\_next\_veh\_near\_vector in near\_vector.c, (null)  
 near\_get\_veh\_closest\_to\_vector in near\_vector.c, (null)  
 sad\_simul in way\_ed.c, (null)  
 FUNCTION: is\_air\_vehicle()  
   calledBy:  
     SubmitIvsvrRequest in ivsvrif.c, (null)  
     sad\_simul in way\_ed.c, (null)  
     sad\_is\_air\_veh in way\_ed.c, (null)  
 FUNCTION: rva\_create\_output\_list()  
   calledBy:  
     rva\_setup in rva\_setup.c, (null)  
     missile\_hydra\_init in rkt\_hydra.c, (null)  
     sad\_init in way\_ed.c, (null)  
 FUNCTION: need\_to\_send\_veh\_status()  
   calledBy:  
     ammo\_finished\_receiving in ammo.c, (null)  
     fuel\_stop\_resupply in fuelsys.c, (null)  
     ammo\_stop\_resupply in newammo.c, (null)  
 FUNCTION: resupply\_get\_ammo\_offered()  
   calledBy:  
     ammo\_decide\_round\_type in ammo.c, IFDEF LIBMUN\_DEBUG  
     ammo\_start\_external\_resupply in ammo.c, IFDEF LIBMUN\_DEBUG  
     ammo\_start\_external\_resupply in ammo.c, (null)  
 FUNCTION: timers\_free\_timer()  
   calledBy:  
     timers\_simul in t\_simul.c, (null)  
     ammo\_stop\_resupply\_timer in kato\_ammo.c, (null)  
     ammo\_start\_resupply\_receive\_timer in kato\_ammo.c, (null)  
     nlos\_stop\_launcher\_timer in kato\_ctl\_nls.c, (null)  
     nlos\_stop\_trail\_timer in kato\_nlos.c, (null)  
     nlos\_stop\_wait\_for\_good\_agl in kato\_nlos.c, (null)  
     nlos\_stop\_pre\_terminal\_timer in kato\_nlos.c, (null)  
     ammo\_receive\_request\_state in kato\_resupp.c, (null)  
     ammo\_receive\_loading\_state in kato\_resupp.c, (null)  
     resupply\_stop\_ammo\_resupply in kato\_resupp.c, (null)  
     resupply\_offer\_packet in kato\_resupp.c, (null)  
     fail\_simul in f\_simul.c, (null)  
     repair\_uninit in repair.c, (null)  
     repair\_complete\_repair in repair.c, (null)  
     repair\_start\_self\_repair in repair.c, (null)  
     bloom\_sensor in het\_bloom.c, (null)  
     check\_bloom\_timer in het\_bloom.c, (null)  
     one\_tick\_bloom in het\_bloom.c, (null)  
     impact\_goggles in het\_goggles.c, (null)  
     check\_goggles\_timer in het\_goggles.c, (null)  
     ammo\_start\_resupply\_receive\_timer in ammo.c, (null)  
     ammo\_stop\_resupply\_timer in ammo.c, (null)  
     fuel\_stop\_resupply in fuelsys.c, (null)  
     ammo\_start\_resupply\_receive\_timer in newammo.c, (null)

ammo\_stop\_resupply\_timer in newammo.c, (null)  
ammo\_receive\_request\_state in resupp.c, (null)  
fuel\_receive\_request\_state in resupp.c, (null)  
fuel\_receive\_loading\_state in resupp.c, (null)  
resupply\_stop\_ammo\_resupply in resupp.c, (null)  
resupply\_offer\_packet in resupp.c, (null)  
resupply\_thank\_you\_packet in resupp.c, (null)  
ammo\_send\_servicing\_state in resupp.c, (null)  
resupply\_feed\_me\_packet in resupp.c, (null)

FUNCTION: timers\_get\_timeout\_edge()

calledBy:

ammo\_resupply\_receive\_timeout\_check in kato\_ammo.c, (null)  
controls\_nlos\_simul in kato\_ctl\_nls.c, (null)  
nlos\_simul in kato\_nlos.c, (null)  
nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
ammo\_receive\_request\_state in kato\_resupp.c, (null)  
fail\_simul in f\_simul.c, (null)  
check\_bloom\_timer in het\_bloom.c, (null)  
check\_goggles\_timer in het\_goggles.c, (null)  
het\_simul in het\_kin.c, (null)  
ammo\_resupply\_receive\_timeout\_check in ammo.c, (null)  
fuel\_resupply\_receive\_timeout\_check in fuelsys.c, (null)  
ammo\_resupply\_receive\_timeout\_check in newammo.c, (null)  
ammo\_receive\_request\_state in resupp.c, (null)  
fuel\_receive\_request\_state in resupp.c, (null)  
ammo\_send\_servicing\_state in resupp.c, (null)

FUNCTION: timers\_get\_timer()

calledBy:

timers\_delay\_proc in t\_del\_proc.c, (null)  
ammo\_start\_resupply\_receive\_timer in kato\_ammo.c, (null)  
nlos\_pdp\_left\_depressed in kato\_ctl\_nls.c, (null)  
nlos\_pdp\_center\_depressed in kato\_ctl\_nls.c, (null)  
nlos\_pdp\_right\_depressed in kato\_ctl\_nls.c, (null)  
nlos\_simul in kato\_nlos.c, (null)  
nlos\_launch in kato\_nlos.c, (null)  
nlos\_update\_nlos\_mode in kato\_nlos.c, (null)  
ammo\_receive\_quiet\_state in kato\_resupp.c, (null)  
ammo\_receive\_request\_state in kato\_resupp.c, (null)  
resupply\_offer\_packet in kato\_resupp.c, (null)  
repair\_start\_self\_repair in repair.c, (null)  
bloom\_act in het\_bloom.c, (null)  
impact\_goggles in het\_goggles.c, (null)  
het\_init in het\_kin.c, (null)  
ammo\_start\_resupply\_receive\_timer in ammo.c, (null)  
fuel\_start\_external\_resupply in fuelsys.c, (null)  
ammo\_receive\_quiet\_state in resupp.c, (null)  
fuel\_receive\_quiet\_state in resupp.c, (null)  
ammo\_receive\_request\_state in resupp.c, (null)  
fuel\_receive\_request\_state in resupp.c, (null)  
resupply\_offer\_packet in resupp.c, (null)  
resupply\_feed\_me\_packet in resupp.c, (null)

FUNCTION: timers\_set\_null\_timer()

calledBy:

ammo\_stop\_resupply\_timer in kato\_ammo.c, (null)

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fail_simul in f_simul.c, (null)
repair_uninit in repair.c, (null)
repair_complete_repair in repair.c, (null)
repair_start_self_repair in repair.c, (null)
ammo_stop_resupply_timer in ammo.c, (null)
ammo_stop_resupply_timer in newammo.c, (null)
FUNCTION: resupply_ammo_completed()
calledBy:
    ammo_stop_resupply in kato_ammo.c, (null)
    ammo_finished_receiving in ammo.c, (null)
    ammo_stop_resupply in newammo.c, (null)
FUNCTION: map_get_network_type_from_ammo_entry()
calledBy:
    network_send_ground_impact in gnd_impact.c, (null)
    network_send_impact in impact.c, (null)
    network_send_missile_fire_pkt in missile.c, (null)
    network_send_non_impact in non_impact.c, (null)
    network_send_projectile_fire_pkt in proj_fire.c, (null)
    network_send_prox_impact in prox_impact.c, (null)
    network_send_shell_fire_pkt in shell_fire.c, (null)
    network_send_vehicle_impact in veh_impact.c, (null)
    network_send_vehicle_impact_dg in veh_impact_dg.c, (null)
    ammo_get_ammo_to_offer in ammo.c, (null)
    ammo_receive_loading_state in resupp.c, (null)
    send_feed_me_packets_ammo_carriers in resupp.c, (null)
FILE: sun_wayed.c
FUNCTION: cup(r, c)
calledBy:
    keybrd_tty_read in sun_wayed.c, (null)
    softp_way_ed_print in sun_wayed.c, (null)
    softp_way_ed_off in sun_wayed.c, (null)
    main in sun_wayed.c, (null)
FUNCTION: blank(m)
calledBy:
    softp_way_ed_on in sun_wayed.c, (null)
    softp_way_ed_clear in sun_wayed.c, (null)
    main in sun_wayed.c, (null)
FUNCTION: save_cur()
FUNCTION: restore_cur()
FUNCTION: keybrd_tty_init()
calledBy:
    tty_setup_modes in init.c, IFNDEF SIMBFLY, IFDEF _GT_
    QuitCheck in tfx.c, IFDEF _GT_
    main in svstst.c, (null)
    keyboard_init in niu_keybrd.c, (null)
    main in calibrate.c, (null)
    main in ncalib.c, (null)
    main in panel_test.c, (null)
    keyboard_setup_terminal in kato_keybrd.c, (null)
    D6_open in D6_libry.c, (null)
    drivers_display_init in drv_display.c, (null)
    sad_init in way_ed.c, (null)
    SbOpen in sbcustom.c, (null)
FUNCTION: keybrd_tty_read(desc)

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calledBy:

- tty\_getchar in get.c, IFNDEF SIMBFLY, IFDEF \_GT\_
- QuitCheck in tfx.c, IFDEF \_GT\_
- main in svstst.c, (null)
- keyboard\_simul in niu\_keybrd.c, (null)
- calib\_get\_mode in calibrate.c, (null)
- calib\_file\_nomatch in calibrate.c, (null)
- calib\_create\_mode in calibrate.c, (null)
- calib\_edit\_mode in calibrate.c, (null)
- get\_pos in calibrate.c, (null)
- calib\_get\_mode in ncalib.c, (null)
- calib\_file\_nomatch in ncalib.c, (null)
- calib\_create\_mode in ncalib.c, (null)
- calib\_edit\_mode in ncalib.c, (null)
- get\_pos in ncalib.c, (null)
- main in panel\_test.c, (null)
- alpha\_display in pnl\_tst\_alp.c, (null)
- lamp\_toggle in pnl\_tst\_bin.c, (null)
- digital\_display in pnl\_tst\_dig.c, (null)
- check\_for\_control\_changes in pnl\_tst\_inp.c, (null)
- meter\_toggle in pnl\_tst\_met.c, (null)
- meter16\_toggle in pnl\_tst\_met.c, (null)
- sad\_display in pnl\_tst\_sad.c, (null)
- get\_sound\_command in pnl\_tst\_snd.c, (null)
- main in panel\_test.c, (null)
- alpha\_display in pnl\_tst\_alp.c, (null)
- lamp\_toggle in pnl\_tst\_bin.c, (null)
- digital\_display in pnl\_tst\_dig.c, (null)
- check\_for\_control\_changes in pnl\_tst\_inp.c, (null)
- meter\_toggle in pnl\_tst\_met.c, (null)
- meter16\_toggle in pnl\_tst\_met.c, (null)
- sad\_display in pnl\_tst\_sad.c, (null)
- get\_sound\_command in pnl\_tst\_snd.c, (null)
- keyboard\_simul in kato\_keybrd.c, (null)
- D6\_read\_char in D6\_libry.c, (null)
- D6\_check\_in\_buff in D6\_libry.c, (null)
- D6\_reset in D6\_libry.c, (null)
- D6\_get\_firmware in D6\_libry.c, (null)
- D6\_get\_config in D6\_libry.c, (null)
- D6\_get\_diagn in D6\_libry.c, (null)
- waypoint\_editor in way\_ed.c, (null)
- SbClearInput in sbcustom.c, (null)

FUNCTION: softp\_way\_ed\_print(y, x, msg)

calledBy:

- waypoint\_state in way\_ed.c, (null)
- command\_line\_editor in way\_ed.c, (null)
- display\_waypoint in way\_ed.c, (null)
- clear\_waypoints in way\_ed.c, (null)
- waypoint\_editor in way\_ed.c, (null)

FUNCTION: softp\_way\_ed\_off()

calledBy:

- waypoint\_editor in way\_ed.c, (null)

FUNCTION: softp\_way\_ed\_on()

calledBy:

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        waypoint_editor in way_ed.c, (null)
FUNCTION: softp_way_ed_clear()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: meter_sad_set()
    calledBy:
        sad_simul in old_way_ed.c, (null)
        clear_waypoints in way_ed.c, (null)
        waypoint_editor in way_ed.c, (null)
        sad_simul in way_ed.c, (null)
        recall_waypoints in way_ed.c, (null)
FUNCTION: utm_to_xy(dummy_ptr, utm_string, dummy_loc)
    calledBy:
        waypoint_editor in old_way_ed.c, IFDEF notdef
        waypoint_editor in way_ed.c, (null)
        recall_waypoints in way_ed.c, (null)
FUNCTION: network_get_vehicle_type()
    calledBy:
        network_send_offer_packet in resupp_offer.c, (null)
        network_send_thank_you_packet in resupp_recvd.c, (null)
        network_send_feed_me_packet in service_req.c, (null)
        network_init_thresholds in thresh.c, (null)
        ldam_check_sensor_blackout in het_bo.c, (null)
        laserdam_init in het_dmg.c, (null)
        het_toggle_goggles in het_goggles.c, (null)
        goggles_on in het_goggles.c, (null)
        goggles_off in het_goggles.c, (null)
        sunglasses_effect in het_goggles.c, (null)
        het_init in het_kin.c, (null)
        keybrd_send_stamp_init_model in het_kin.c, (null)
        het_keybrd_send_ctas_grow_model in het_kin.c, (null)
        ldam_check_for_eye_damage in het_ldam.c, (null)
        ldam_check_failures in het_ldam.c, (null)
        ldam_draw_glare in het_vg.c, (null)
FUNCTION: is_rwa(type)
    calledBy:
        process_known_vehicle in rva_update.c, (null)
        process_unknown_vehicle in rva_update.c, (null)
        image_get_object_points in libimage.c, (null)
        cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
        rva_adjust_dynamic_vehicles in rva_adjust.c, (null)
        process_known_dynamic in rva_update.c, (null)
        ldam_check_sensor_blackout in het_bo.c, (null)
        laserdam_init in het_dmg.c, (null)
        het_init in het_kin.c, (null)
        keybrd_send_stamp_init_model in het_kin.c, (null)
        het_keybrd_send_ctas_grow_model in het_kin.c, (null)
        ldam_check_for_eye_damage in het_ldam.c, (null)
        ldam_check_failures in het_ldam.c, (null)
        ldam_draw_glare in het_vg.c, (null)
        msg_process_othervehs in adj_otherveh.c, (null)
FUNCTION: is_attack_rwa(type)
FUNCTION: is_friendly(force)
    calledBy:

```

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    rva_get_priority_list in rva_pr_get.c, (null)
    map_format_asid in map_asid.c, (null)
    rva_get_priority_list in rva_pr_get.c, (null)
    service_check_vehicle_type in resupp.c, IFDEF notdef
FUNCTION: veh_get_force()
    calledBy:
        rva_rotate_rwa_blades in rva_blades.c, (null)
        map_format_asid in map_asid.c, (null)
        cig_msg_adjust_otherveh_state in adj_otherveh.c, (null)
        rva_rotate_rwa_blades in rva_blades.c, (null)
        format_stealth_appearance in appearance.c, (null)
        msg_process_othervehs in adj_otherveh.c, (null)
FUNCTION: map_get_ammo_entry_from_network_type(mun_type)
    calledBy:
        process_fire in fire.c, (null)
        process_show_effect in show_effect.c, (null)
        ballistics_load_trajectory_file in ball_load.c, (null)
        het_init in het_inter.c, (null)
        missile_adat_fire in miss_adat.c, (null)
        missile_atgm_fire in miss_atgm.c, (null)
        missile_hellfire_fire in miss_hellfr.c, (null)
        missile_kern_fire in miss_kern.c, (null)
        missile_maverick_fire in miss_maverck.c, (null)
        missile_stinger_fire in miss_stinger.c, (null)
        missile_tow_fire in miss_tow.c, (null)
        missile_hydra_fire in rkt_hydra.c, (null)
        missile_util_comm_check_sub_mun in util_comm.c, (null)
        missile_util_comm_release_sub_munition in util_comm.c, (null)
        ammo_resupply_sent in ammo.c, (null)
        resupply_offer_packet in resupp.c, (null)
        main in sun_wayed.c, (null)
FUNCTION: cig_altitude_above_gnd()
    calledBy:
        controller_simul in kato_control.c, (null)
        ground_interaction in ground.c, (null)
        vehicle_update in libupdate.c, (null)
FUNCTION: main(argc, argv)
FILE: weh_heading.c
FUNCTION: sad_get_own_vehicle_heading_degrees()
FUNCTION: sad_get_own_vehicle_heading_mils()
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: sad_get_heading_angle_sin()
    calledBy:
        sad_simul in way_ed.c, (null)
FUNCTION: sad_get_heading_angle_cos()
    calledBy:
        sad_simul in way_ed.c, (null)
FILE: way_ed.c
FUNCTION: waypoint_state(state_msg, mode)
    calledBy:
        command_line_editor in way_ed.c, (null)
        waypoint_editor in way_ed.c, (null)
        store_waypoints in way_ed.c, (null)

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    recall_waypoints in way_ed.c, (null)
    weapons_none in weapons_config.c, (null)
FUNCTION: command_line_editor(key, line_limit, mode)
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: display_waypoint(num, selected)
    calledBy:
        clear_waypoints in way_ed.c, (null)
        renumber_waypoints in way_ed.c, (null)
        waypoint_editor in way_ed.c, (null)
        recall_waypoints in way_ed.c, (null)
FUNCTION: clear_waypoints()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: renumber_waypoints()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: waypoint_terminal_descriptor(return_function, console_desc)
FUNCTION: sad_doppler_present(active)
FUNCTION: waypoint_editor()
    calledBy:
        main in sun_wayed.c, (null)
FUNCTION: sad_simul()
FUNCTION: sad_drop_marker()
FUNCTION: sad_target_store(target_loc)
FUNCTION: sad_radar_warning(radar_packet)
FUNCTION: sad_radar_present(state, sweep_angle)
    calledBy:
        sad_show_aircraft in way_ed.c, (null)
FUNCTION: sad_show_aircraft(state)
FUNCTION: sad_show_posnav_driver_display(state)
FUNCTION: sad_is_air_veh(veh)
FUNCTION: sad_is_gnd_veh(veh)
FUNCTION: sad_init(tty, guide_type)
    calledBy:
        main in sun_wayed.c, (null)
FUNCTION: sad_uninit()
FUNCTION: sad_set_vehicle_type(type)
FUNCTION: sad_get_my_utm(my_xy_position, my_utm_position)
FUNCTION: get_comments(fp)
    calledBy:
        recall_waypoints in way_ed.c, (null)
FUNCTION: store_waypoints()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: recall_waypoints()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FILE: weapons_config.c
FUNCTION: weapons_config_override_on()
    calledBy:
        waypoint_editor in way_ed.c, (null)
FUNCTION: weapons_config_toggle_override()
FUNCTION: weapons_none()
```

FUNCTION: weapons\_config\_set\_vehicle\_specific\_menu(vehicle\_specific\_menu)  
calledBy:  
    weapons\_config\_menu\_init in weapons\_config.c, (null)  
FUNCTION: weapons\_config\_menu\_init()  
calledBy:  
    sad\_init in way\_ed.c, (null)

**DIRECTORY: ./gt/vehicle/libsrc/libspaceball**

FILE: libmem.c

FUNCTION: memcmp(s1, s2, n)  
calledBy:  
    SbProcessPacket in sbllibry.c, (null)  
    SbWatchReset in sbllibry.c, (null)  
FUNCTION: memcpy(s1, s2, n)  
calledBy:  
    SbOpen in sbcustom.c, IF Sb\_NUMBER\_OF\_SPACEBALLS > 1  
    SbProcessPacket in sbllibry.c, (null)  
    SbReset in sbllibry.c, (null)  
    SbGetPacket in sbllibry.c, (null)  
    SbPacketReady in sbllibry.c, (null)  
    SbMatricize in sbllibry.c, (null)  
    mytranslate in sbtest.c, (null)  
    myrotate in sbtest.c, (null)  
    mypressed in sbtute.c, (null)  
FUNCTION: memset(s, c, n)

FILE: sbcustom.c

FUNCTION: SbOpen(tty\_name)  
calledBy:  
    initialize\_spaceball in kato\_sb.c, (null)  
    initialize\_spaceball in sbtest.c, (null)  
    initialize\_spaceball in sbtute.c, (null)  
FUNCTION: SbClose()  
calledBy:  
    spaceball\_exit in kato\_sb.c, (null)  
    SbOpen in sbcustom.c, (null)  
    main in sbtest.c, (null)  
    initialize\_spaceball in sbtute.c, (null)  
    close\_spaceball in sbtute.c, (null)  
FUNCTION: myperror(s)  
calledBy:  
    SbOpen in sbcustom.c, (null)  
    lock\_ttyline in sbcustom.c, IF Sb\_LOCK\_TTY  
    unlock\_ttyline in sbcustom.c, IF Sb\_LOCK\_TTY  
    SbInput in sbcustom.c, (null)  
    SbOutput in sbcustom.c, (null)  
FUNCTION: filenameof(ttyname)  
calledBy:  
    SbOpen in sbcustom.c, IF Sb\_LOCK\_TTY  
FUNCTION: lock\_ttyline(ttyname)  
calledBy:  
    SbOpen in sbcustom.c, IF Sb\_LOCK\_TTY  
FUNCTION: unlock\_ttyline()  
calledBy:



SbOpen in sbcustom.c, IF Sb\_LOCK\_TTY  
SbClose in sbcustom.c, IF Sb\_LOCK\_TTY  
FUNCTION: SbInput(dest, maxlength, timeout)  
calledBy:  
SbGetPacket in sblibry.c, (null)  
SbPacketReady in sblibry.c, (null)  
SbWaitForPacket in sblibry.c, (null)  
FUNCTION: SbOutput(data, length)  
calledBy:  
SbPutChar in sblibry.c, (null)  
FUNCTION: SbMilliseconds()  
calledBy:  
display\_data in kato\_sb.c, (null)  
SbReset in sblibry.c, IF 0  
SbWatchReset in sblibry.c, (null)  
SbWaitForSync in sblibry.c, (null)  
SbWaitForPacket in sblibry.c, (null)  
main in sbtest.c, (null)  
display\_data in sbtest.c, (null)  
FUNCTION: SbClearInput()  
FILE: sblibry.c  
FUNCTION: SbPutChar(c)  
calledBy:  
SbPutStr in sblibry.c, (null)  
SbPutByte in sblibry.c, (null)  
SbProcessReset in sblibry.c, (null)  
SbProcessPacket in sblibry.c, (null)  
SbWatchReset in sblibry.c, (null)  
SbSetAbsolute in sblibry.c, (null)  
SbSetBallMode in sblibry.c, (null)  
SbSetRS232Mode in sblibry.c, (null)  
SbSetNullRegion in sblibry.c, (null)  
SbSetOrientation in sblibry.c, (null)  
SbSetPulse in sblibry.c, (null)  
SbSetRotationFeel in sblibry.c, (null)  
SbSetRotationFreedom in sblibry.c, (null)  
SbSetRotationMode in sblibry.c, (null)  
SbSetSpinRate in sblibry.c, (null)  
SbSetTranslationFeel in sblibry.c, (null)  
SbSetTranslationFreedom in sblibry.c, (null)  
SbSetTranslationMode in sblibry.c, (null)  
SbSetXYZScalings in sblibry.c, (null)  
SbSetZero in sblibry.c, (null)  
FUNCTION: SbPutStr(s)  
calledBy:  
SbProcessPacket in sblibry.c, (null)  
SbReset in sblibry.c, (null)  
SbRequestSettings in sblibry.c, (null)  
SbWaitForSync in sblibry.c, IF SGI  
SbSetBallMode in sblibry.c, (null)  
SbSetRS232Mode in sblibry.c, (null)  
SbSetRotationFeel in sblibry.c, (null)  
SbSetRotationFreedom in sblibry.c, (null)  
SbSetTranslationFeel in sblibry.c, (null)

SbSetTranslationFreedom in sblibry.c, (null)  
 FUNCTION: SbPutByte(c)  
   calledBy:  
     SbPutBytes in sblibry.c, (null)  
     SbPutWords in sblibry.c, IF SWAP\_BYTE  
     SbPutWords in sblibry.c, IF not SWAP\_BYTE  
 FUNCTION: SbPutBytes(bytes, length)  
   calledBy:  
     SbProcessReset in sblibry.c, (null)  
     SbSetRotationMode in sblibry.c, (null)  
     SbSetTranslationMode in sblibry.c, (null)  
 FUNCTION: SbPutWords(words, length)  
   calledBy:  
     SbSetAbsolute in sblibry.c, (null)  
     SbSetOrientation in sblibry.c, (null)  
     SbSetRotationFreedom in sblibry.c, (null)  
     SbSetTranslationFreedom in sblibry.c, (null)  
     SbSetXYZScalings in sblibry.c, (null)  
 FUNCTION: SbShowPacket(packet, lth)  
   calledBy:  
     SbInput in sbcustom.c, IFDEF Sb\_DEBUG  
     SbOutput in sbcustom.c, IFDEF Sb\_DEBUG  
     SbBad in sblibry.c, (null)  
     SbProcessInvalid in sblibry.c, (null)  
     SbProcessOther in sblibry.c, (null)  
     SquashPacket in sblibry.c, IF Sb\_DEBUG  
     SbGetPacket in sblibry.c, IF Sb\_DEBUG  
     SbCheckSpaceball in sblibry.c, (null)  
 FUNCTION: SbShowMatrix(matrix)  
   calledBy:  
     mypressed in sbtute.c, (null)  
 FUNCTION: SbBad(packet, lth)  
   calledBy:  
     SbProcessPacket in sblibry.c, (null)  
 FUNCTION: SbPackVector(vector, pvec)  
   calledBy:  
     SbSetRotationFreedom in sblibry.c, (null)  
     SbSetTranslationFreedom in sblibry.c, (null)  
     SbSetXYZScalings in sblibry.c, (null)  
 FUNCTION: SbUnpackVector(pvec, vector)  
   calledBy:  
     SbProcessPacket in sblibry.c, (null)  
 FUNCTION: pack\_cs(c, s)  
   calledBy:  
     SbPackMatrix in sblibry.c, (null)  
 FUNCTION: unpack\_cs(p, c, s)  
   calledBy:  
     SbUnpackMatrix in sblibry.c, (null)  
 FUNCTION: find\_minimum(a, b, c, d, e, f)  
   calledBy:  
     SbPackMatrix in sblibry.c, (null)  
 FUNCTION: SbPackMatrix(matrix, pmat)  
   calledBy:  
     SbSetAbsolute in sblibry.c, (null)

SbSetOrientation in sblibry.c, (null)  
FUNCTION: XYZ\_select(sx, cx, sy, cy, sz, cz)  
calledBy:  
SbUnpackMatrix in sblibry.c, (null)  
FUNCTION: SbUnpackMatrix(pmat, matrix)  
calledBy:  
SbProcessPacket in sblibry.c, (null)  
FUNCTION: SbConvertMatrix(mask, mat)  
FUNCTION: SbNullFunction()  
FUNCTION: SbProcessReset(packet)  
FUNCTION: SbProcessEcho(s)  
FUNCTION: SbProcessError(s)  
FUNCTION: SbProcessInvalid(packet, lth)  
FUNCTION: SbProcessIRotate(period, ivector)  
FUNCTION: SbProcessITranslate(period, ivector)  
FUNCTION: SbProcessOther(packet, length)  
FUNCTION: SbProcessPacket(packet, lth)  
calledBy:  
SbWaitForSync in sblibry.c, (null)  
SbCheckSpaceball in sblibry.c, (null)  
FUNCTION: SbReset(wait)  
calledBy:  
initialize\_spaceball in kato\_sb.c, (null)  
initialize\_spaceball in sbtest.c, (null)  
initialize\_spaceball in sbtute.c, (null)  
FUNCTION: SbWatchReset(timeout)  
calledBy:  
SbReset in sblibry.c, (null)  
SbSynchronize in sblibry.c, (null)  
FUNCTION: SbRequestSettings()  
calledBy:  
SbWatchReset in sblibry.c, (null)  
FUNCTION: SbSynchronize()  
calledBy:  
spaceball\_exit in kato\_sb.c, (null)  
SbWatchReset in sblibry.c, (null)  
FUNCTION: SbWaitForSync(timeout)  
calledBy:  
SbSynchronize in sblibry.c, (null)  
FUNCTION: SquashPacket(new, old, lth)  
calledBy:  
SbGetPacket in sblibry.c, (null)  
FUNCTION: SbGetPacket(packet)  
FUNCTION: SbPacketReady()  
FUNCTION: SbCheckSpaceball()  
calledBy:  
spaceball\_simul in kato\_sb.c, (null)  
main in sbtest.c, (null)  
check\_spaceball in sbtute.c, (null)  
FUNCTION: SbWaitForPacket(timeout)  
calledBy:  
SbReset in sblibry.c, IF 0  
SbWatchReset in sblibry.c, (null)  
SbWaitForSync in sblibry.c, (null)

main in sbtest.c, (null)  
FUNCTION: SbSetAbsolute(matrix)  
FUNCTION: SbSetBallMode(mode)  
calledBy:  
spaceball\_exit in kato\_sb.c, (null)  
initialize\_spaceball in kato\_sb.c, (null)  
mypressed in kato\_sb.c, IFNDEF ODIN  
mypressed in kato\_sb.c, (null)  
SbClose in sbcustom.c, (null)  
main in sbtest.c, (null)  
initialize\_spaceball in sbtest.c, (null)  
mypressed in sbtest.c, (null)  
initialize\_spaceball in sbtute.c, (null)  
mypressed in sbtute.c, (null)  
rate\_pressed in sbtute.c, (null)  
FUNCTION: SbSetRS232Mode(mode)  
calledBy:  
SbProcessReset in sbllibry.c, IF Sb\_PRINTABLE\_MODE  
SbWatchReset in sbllibry.c, IF Sb\_PRINTABLE\_MODE  
FUNCTION: SbSetCurrentSpaceball(n)  
FUNCTION: SbSetNullRegion(nr)  
calledBy:  
initialize\_spaceball in kato\_sb.c, (null)  
initialize\_spaceball in sbtute.c, (null)  
FUNCTION: SbSetOrientation(matrix)  
FUNCTION: SbSetPulse(p)  
FUNCTION: SbSetRotationFeel(feel)  
calledBy:  
initialize\_spaceball in kato\_sb.c, (null)  
FUNCTION: SbSetRotationFreedom(vector)  
FUNCTION: SbSetRotationMode(lpsys)  
FUNCTION: SbSetSpinRate(spinrate)  
FUNCTION: SbSetTranslationFeel(feel)  
calledBy:  
initialize\_spaceball in kato\_sb.c, (null)  
FUNCTION: SbSetTranslationFreedom(vector)  
FUNCTION: SbSetTranslationMode(lpsys)  
FUNCTION: SbSetXYZScalings(xyzscalings)  
FUNCTION: SbSetZero(zero)  
FUNCTION: SbDominant(vec)  
calledBy:  
mytranslate in kato\_sb.c, (null)  
myrotate in kato\_sb.c, (null)  
mytranslate in sbtute.c, (null)  
myrotate in sbtute.c, (null)  
FUNCTION: SbMatricize(factor, vec, delta\_matrix)  
calledBy:  
myrotate in sbtute.c, (null)  
FUNCTION: SbRotateAbout(radians, unit\_vec, delta\_matrix)  
calledBy:  
SbMatricize in sbllibry.c, (null)  
FUNCTION: SbMatrix3x3Multiply(mat1, mat2, result)  
calledBy:  
myrotate in sbtute.c, (null)

**FILE: sbtest.c****FUNCTION: main(argc, argv)****FUNCTION: initialize\_spaceball(tty\_line)**

calledBy:

controls\_sim\_init in kato\_ctl\_sim.c, IFDEF USE\_SPACEBALL

main in sbtest.c, (null)

**FUNCTION: display\_data()**

calledBy:

main in sbtest.c, (null)

**FUNCTION: mypressed(keys)****FUNCTION: mytranslate(period, vec)****FUNCTION: myrotate(period, vec)****FILE: sbtute.c****FUNCTION: main\_routine(arguments)****FUNCTION: initialize\_spaceball()**

calledBy:

controls\_sim\_init in kato\_ctl\_sim.c, IFDEF USE\_SPACEBALL

main in sbtest.c, (null)

**FUNCTION: close\_spaceball()****FUNCTION: prompt\_spaceball()**

calledBy:

check\_spaceball in sbtute.c, (null)

**FUNCTION: check\_spaceball()****FUNCTION: mypressed(keys)****FUNCTION: rate\_pressed(keys)****FUNCTION: mytranslate(period, vec)****FUNCTION: myrotate(period, vec)****FUNCTION: trate\_rotate(period, vec)****FUNCTION: rrate\_rotate(period, vec)****DIRECTORY: ./gt/vehicle/libsrc/lib susp****FILE: gun\_fired.c****FUNCTION: suspension\_gun\_fired(out\_susp, t\_cos, t\_sin)****FILE: susp\_accel.c****FUNCTION: suspension\_acceleration\_is(out\_susp, accel)****FILE: susp\_init.c****FUNCTION: suspension\_uninit(out\_susp)**

calledBy:

hull\_uninit in hull\_init.c, (null)

suspension\_init in susp\_init.c, (null)

**FUNCTION: suspension\_init(out\_susp)**

calledBy:

bigwheel\_init in bigwh\_init.c, (null)

**FILE: susp\_params.c****FUNCTION: suspension\_params(out\_susp, rot\_wn, rot\_zeta, side\_wn, side\_zeta,  
lever\_arm, angle\_lim, gun\_force, left, right)****FILE: susp\_simul.c****FUNCTION: suspension(out\_susp, rear\_wheel, h\_to\_w, u\_norm)**

calledBy:

bigwheel\_set\_support\_plane in set\_suppt.c, (null)

**FILE: veh\_init.c****FUNCTION: suspension\_veh\_init(out\_susp, rear\_wheel, h\_to\_w, u\_norm)**

calledBy:

bigwheel\_init\_support\_plane in init\_suppt.c, (null)

**DIRECTORY: /gt/vehicle/libsrc/libturret**

FILE: turret.c

FUNCTION: turret\_stops\_init(sight\_max, sight\_min, gun\_max, gun\_min)

FUNCTION: turret\_pos\_init(init\_turret\_azimuth)

calledBy:

network\_use\_activation in ause\_activ.c, (null)

network\_use\_activation in use\_activ.c, (null)

FUNCTION: turret\_set\_stab\_sys()

FUNCTION: turret\_set\_stab\_vector(new\_stab\_vec)

FUNCTION: turret\_get\_stab\_changes(azimuth\_rot, elev\_rot)

FUNCTION: turret\_move\_azimuth(total\_slew\_rate)

FUNCTION: turret\_move\_elevation(total\_elev\_rate, gun\_slaved\_to\_sight)

FUNCTION: turret\_elevate\_sight(elev\_rate)

FUNCTION: turret\_elevate\_gun(elev\_rate)

FUNCTION: elevate\_system(turret\_to\_system, system\_to\_turret, elev\_amount,  
top\_stop, bottom\_stop, stop\_status)

calledBy:

turret\_elevate\_sight in turret.c, (null)

turret\_elevate\_gun in turret.c, (null)

FUNCTION: turret\_sync\_gun\_with\_sight(difference)

FUNCTION: turret\_sync\_sight\_with\_gun(difference)

FUNCTION: set\_turret\_vars()

FUNCTION: turret\_get\_g\_to\_w(g\_to\_w, lead\_azimuth, super\_elevation, error\_offset)

FUNCTION: turret\_get\_network\_elevation()

FUNCTION: turret\_get\_network\_azimuth()

FUNCTION: turret\_get\_ref\_ind()

FUNCTION: turret\_null\_azimuth\_ind()

FUNCTION: turret\_send\_azimuth\_ind()

FUNCTION: turret\_get\_azimuth\_str()

FUNCTION: turret\_update\_check()

FUNCTION: turret\_update\_rva()

FUNCTION: turret\_get\_sight\_in\_world()

FUNCTION: turret\_calc\_azimuth()

calledBy:

turret\_get\_azimuth\_str in turret.c, (null)

FUNCTION: turret\_get\_total\_turret\_slew\_rate()

FUNCTION: turret\_get\_total\_gun\_elev\_rate()

**DIRECTORY: /gt/vehicle/libsrc/libupdate**

FILE: libupdate.c

FUNCTION: vehicle\_update()

calledBy:

state\_simul in kato\_state.c, (null)

FUNCTION: vehicle\_place(pos, fvel, direction)

calledBy:

vehicle\_update in libupdate.c, (null)

vehicle\_init in libupdate.c, (null)

vehicle\_restart in libupdate.c, (null)

FUNCTION: vehicle\_init(pos, fvel, direction)

calledBy:

kinematics\_vehicle\_init in veh\_init.c, (null)

FUNCTION: vehicle\_set\_position(pos)

calledBy:

- controller\_init\_vehicle in kato\_control.c, (null)
- controller\_velocity\_attach in kato\_control.c, (null)
- controller\_orbit\_attach in kato\_control.c, (null)
- controller\_mimic\_driver in kato\_control.c, (null)
- controller\_mimic\_gunner in kato\_control.c, (null)
- process\_teleport in kato\_network.c, (null)

FUNCTION: vehicle\_set\_orientation(direction)

calledBy:

- controller\_init\_orientation in kato\_control.c, (null)
- controller\_init\_vehicle in kato\_control.c, (null)
- controller\_velocity\_attach in kato\_control.c, (null)
- process\_teleport in kato\_network.c, (null)

FUNCTION: vehicle\_set\_orientation\_matrix(B\_C\_A)

calledBy:

- controller\_init\_orientation in kato\_control.c, (null)
- controller\_orbit\_attach in kato\_control.c, (null)
- controller\_mimic\_driver in kato\_control.c, (null)
- controller\_mimic\_gunner in kato\_control.c, (null)

FUNCTION: vehicle\_mass\_init(mass, I)

calledBy:

- kato\_init in kato\_simul.c, (null)

FUNCTION: vehicle\_restart()

calledBy:

- keyboard\_simul in kato\_keybrd.c, (null)
- reconstitute\_vehicle in kato\_main.c, (null)

FUNCTION: vehicle\_A\_acceleration()

FUNCTION: vehicle\_B\_acceleration()

FUNCTION: vehicle\_A\_velocity()

FUNCTION: vehicle\_velocity()

calledBy:

- controller\_simul in kato\_control.c, (null)
- controller\_velocity\_control in kato\_control.c, (null)
- controller\_velocity\_control in kato\_control.c, IFDEF ODIN
- controller\_velocity\_control in kato\_control.c, (null)
- controller\_f18\_control in kato\_control.c, IFDEF ODIN
- controller\_a6\_control in kato\_control.c, IFDEF ODIN
- controller\_a10\_control in kato\_control.c, IFDEF ODIN
- controller\_velocity\_attach in kato\_control.c, IFDEF ODIN
- controller\_orbit\_attach in kato\_control.c, IFDEF ODIN
- controller\_world\_velocity\_attach in kato\_control.c, IFDEF ODIN
- controller\_mimic\_driver in kato\_control.c, IFDEF ODIN
- controller\_mimic\_gunner in kato\_control.c, IFDEF ODIN
- controller\_terrain\_follow in kato\_control.c, (null)
- controller\_terrain\_follow in kato\_control.c, IFDEF ODIN
- ground\_interaction in ground.c, (null)

FUNCTION: vehicle\_velocity\_magnitude()

FUNCTION: vehicle\_A\_r()

calledBy:

- kinematics\_get\_velocity in hull\_info.c, (null)
- kinematics\_get\_d\_pos in hull\_info.c, (null)

FUNCTION: vehicle\_angular\_velocity()

calledBy:

```

    controller_simul in kato_control.c, (null)
    ground_interactions in ground.c, (null)
FUNCTION: vehicle_A_p()
    calledBy:
        kinematics_get_o_to_h in hull_info.c, (null)
FUNCTION: vehicle_B_s()
    calledBy:
        kinematics_get_h_to_o in hull_info.c, (null)
FUNCTION: vehicle_b2()
    calledBy:
        kinematics_get_u_norm in hull_info.c, (null)
FUNCTION: vehicle_A_C_B()
    calledBy:
        kinematics_get_w_to_h in hull_info.c, (null)
FUNCTION: vehicle_B_C_A()
    calledBy:
        gunmnt_get_gun_to_world in kato_gunmnt.c, (null)
        kinematics_get_h_to_w in hull_info.c, (null)
FUNCTION: vehicle_gravity_vector()
FUNCTION: vehicle_altitude()
FUNCTION: vehicle_climb_rate()
FUNCTION: vehicle_freeze()
FUNCTION: vehicle_thaw()
FUNCTION: vehicle_freeze_disable()
    calledBy:
        main in kato_main.c, (null)
FUNCTION: vehicle_torques(val)
    calledBy:
        controller_torques in kato_control.c, (null)
FUNCTION: vehicle_forces(val)
    calledBy:
        controller_force_control in kato_control.c, (null)
        controller_forces in kato_control.c, (null)
FUNCTION: freeze_state(w, v)
    calledBy:
        vehicle_update in libupdate.c, (null)
FUNCTION: kin_dump()
FUNCTION: w_dump()
FUNCTION: v_dump()
FUNCTION: r_dump()
FUNCTION: t_dump()
FUNCTION: vehicle_banner()
FUNCTION: vehicle_set_init_state(new_val)

```

**DIRECTORY:** ./gt/vehicle/libsrc/libveh

**FILE:** force.c

```

FUNCTION: veh_set_force(new_force)
    calledBy:
        network_process_activate_request in nwk_activ.c, (null)
        geopressed in kato_geo.c, IFNDEF MASSCOMP
        keyboard_simul in kato_keybrd.c, (null)
        mypressed in kato_sb.c, (null)
        process_activate_request in activate.c, (null)

```



FUNCTION: veh\_get\_force()  
calledBy:  
    rva\_rotate\_rwa\_blades in rva\_blades.c, (null)  
    map\_format\_asid in map\_asid.c, (null)  
    cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)  
    rva\_rotate\_rwa\_blades in rva\_blades.c, (null)  
    format\_stealth\_appearance in appearance.c, (null)  
    msg\_process\_othervehs in adj\_otherveh.c, (null)

FILE: is\_air\_veh.c  
FUNCTION: is\_air\_vehicle(type)  
calledBy:  
    SubmitIvsvrRequest in ivsvrif.c, (null)  
    sad\_simul in way\_ed.c, (null)  
    sad\_is\_air\_veh in way\_ed.c, (null)

FILE: is\_alive\_veh.c  
FUNCTION: is\_alive\_vehicle(appear)  
FUNCTION: is\_healthy\_vehicle(appear)  
FUNCTION: is\_mobile\_vehicle(appear)

FILE: is\_ammo\_veh.c  
FUNCTION: is\_ammo\_vehicle(pkt)  
calledBy:  
    service\_check\_vehicle\_type in kato\_resupp.c, (null)  
    service\_check\_vehicle\_type in resupp.c, IFDEF notdef

FUNCTION: is\_ammo\_carrier(type)  
calledBy:  
    service\_check\_vehicle\_type in resupp.c, IFDEF notdef

FILE: is\_anti\_air.c  
FUNCTION: is\_anti\_aircraft(type)

FILE: is\_apc\_veh.c  
FUNCTION: is\_personnel\_carrier(type)

FILE: is\_att\_rwa.c  
FUNCTION: is\_attack\_rwa(type)

FILE: is\_friend.c  
FUNCTION: is\_friendly(his\_force)  
calledBy:  
    rva\_get\_priority\_list in rva\_pr\_get.c, (null)  
    map\_format\_asid in map\_asid.c, (null)  
    rva\_get\_priority\_list in rva\_pr\_get.c, (null)  
    service\_check\_vehicle\_type in resupp.c, IFDEF notdef

FUNCTION: veh\_set\_force(new\_force)  
calledBy:  
    network\_process\_activate\_request in nwk\_activ.c, (null)  
    geopressed in kato\_geo.c, IFNDEF MASSCOMP  
    keyboard\_simul in kato\_keybrd.c, (null)  
    mypressed in kato\_sb.c, (null)  
    process\_activate\_request in activate.c, (null)

FUNCTION: veh\_get\_force()  
calledBy:  
    rva\_rotate\_rwa\_blades in rva\_blades.c, (null)  
    map\_format\_asid in map\_asid.c, (null)  
    cig\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)  
    rva\_rotate\_rwa\_blades in rva\_blades.c, (null)  
    format\_stealth\_appearance in appearance.c, (null)  
    msg\_process\_othervehs in adj\_otherveh.c, (null)

FILE: is\_fuel\_veh.c

FUNCTION: is\_fuel\_vehicle(pkt)

calledBy:

service\_check\_vehicle\_type in resupp.c, IFDEF notdef

FILE: is\_fwa.c

FUNCTION: is\_fwa(type)

calledBy:

image\_get\_object\_points in libimage.c, (null)

ldam\_check\_sensor\_blackout in het\_bo.c, (null)

het\_toggle\_goggles in het\_goggles.c, (null)

goggles\_on in het\_goggles.c, (null)

goggles\_off in het\_goggles.c, (null)

sunglasses\_effect in het\_goggles.c, (null)

ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)

FILE: is\_grad\_veh.c

FUNCTION: is\_ground\_veh(type)

calledBy:

ssad\_is\_grad\_veh in way\_ed.c, (null)

FILE: is\_lifeform.c

FUNCTION: is\_lifeform(type)

FILE: is\_mb\_tank.c

FUNCTION: is\_main\_battle\_tank(type)

calledBy:

service\_check\_vehicle\_type in resupp.c, IFDEF notdef

FILE: is\_rep\_veh.c

FUNCTION: is\_repair\_vehicle(pkt)

calledBy:

service\_check\_vehicle\_type in resupp.c, IFDEF notdef

FILE: is\_rwa.c

FUNCTION: is\_rwa(type)

calledBy:

process\_known\_vehicle in rwa\_update.c, (null)

process\_unknown\_vehicle in rwa\_update.c, (null)

image\_get\_object\_points in libimage.c, (null)

cng\_msg\_adjust\_otherveh\_state in adj\_otherveh.c, (null)

rwa\_adjust\_dynamic\_vehicles in rwa\_adjust.c, (null)

process\_known\_dynamic in rwa\_update.c, (null)

ldam\_check\_sensor\_blackout in het\_bo.c, (null)

laserdam\_init in het\_dmg.c, (null)

het\_init in het\_kin.c, (null)

keybrd\_send\_stamp\_init\_model in het\_kin.c, (null)

het\_keybrd\_send\_ctas\_grow\_model in het\_kin.c, (null)

ldam\_check\_for\_eye\_damage in het\_ldam.c, (null)

ldam\_check\_failures in het\_ldam.c, (null)

ldam\_draw\_glare in het\_vg.c, (null)

msg\_process\_othervehs in adj\_otherveh.c, (null)

FILE: is\_targ\_veh.c

FUNCTION: is\_target\_vehicle(type)

FILE: is\_us\_veh.c

FUNCTION: is\_us\_vehicle(type)

DIRECTORY: ./gt/vehicle/libsrc/libvflags

FILE: clr\_br\_bit.c

FUNCTION: clr\_br\_bit(br\_index, br\_mask, cig\_index)

calledBy:

vision\_gunner\_brow\_pad\_on in new\_vision.c, (null)  
vision\_gunner\_brow\_pad\_off in new\_vision.c, (null)  
vision\_commander\_brow\_pad\_on in new\_vision.c, (null)  
vision\_commander\_brow\_pad\_off in new\_vision.c, (null)

FILE: clr\_vflags.c

FUNCTION: clear\_view\_flags(flag\_mask, index)

calledBy:

vision\_break\_all\_blocks in kato\_vision.c, (null)  
vision\_break\_all\_blocks in new\_vision.c, (null)  
vision\_break\_isu in new\_vision.c, (null)  
vision\_break\_isu\_ext in new\_vision.c, (null)  
vision\_break\_driver\_blocks in new\_vision.c, (null)  
vision\_break\_cmdrs\_blocks in new\_vision.c, (null)  
vision\_break\_gunners\_block in new\_vision.c, (null)  
vision\_gunner\_brow\_pad\_on in new\_vision.c, (null)  
vision\_gunner\_brow\_pad\_off in new\_vision.c, (null)  
vision\_commander\_brow\_pad\_on in new\_vision.c, (null)  
vision\_commander\_brow\_pad\_off in new\_vision.c, (null)

FILE: get\_br\_vals.c

FUNCTION: get\_br\_vals(index)

calledBy:

cigex\_stop\_init in cig\_init.c, (null)  
cigex\_vp\_init in cig\_init.c, (null)  
cigex\_stop in cig\_stop.c, (null)  
cig\_msg\_my\_veh\_state in niu\_cig.c, (null)  
cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)  
cig\_stop in Ocig\_stop.c, (null)  
cig\_stop in cig\_stop.c, (null)

FILE: get\_vflags.c

FUNCTION: get\_view\_flags(index)

calledBy:

cigex\_stop\_init in cig\_init.c, (null)  
cigex\_vp\_init in cig\_init.c, (null)  
cigex\_stop in cig\_stop.c, (null)  
cig\_msg\_my\_veh\_state in niu\_cig.c, (null)  
cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)  
cig\_stop in Ocig\_stop.c, (null)  
cig\_stop in cig\_stop.c, (null)

FUNCTION: get\_view\_flags(index)

calledBy:

cigex\_stop\_init in cig\_init.c, (null)  
cigex\_vp\_init in cig\_init.c, (null)  
cigex\_stop in cig\_stop.c, (null)  
cig\_msg\_my\_veh\_state in niu\_cig.c, (null)  
cig\_msg\_prepend\_my\_veh\_state in kato\_cig.c, (null)  
cig\_stop in Ocig\_stop.c, (null)  
cig\_stop in cig\_stop.c, (null)

FILE: get\_vmodes.c

FUNCTION: get\_vmodes(index)

FILE: set\_br\_bit.c

FUNCTION: set\_br\_bit(br\_index, br\_mask, cig\_index)

calledBy:

```

    cig_gps_mag_12x in new_vision.c, (null)
    cig_gps_mag_4x in new_vision.c, (null)
    vision_cmdrs_pitch_up in new_vision.c, (null)
    vision_cmdrs_pitch_ahead in new_vision.c, (null)
    vision_cmdrs_pitch_down in new_vision.c, (null)
    vision_gunner_brow_pad_on in new_vision.c, (null)
    vision_gunner_brow_pad_off in new_vision.c, (null)
    vision_commander_brow_pad_on in new_vision.c, (null)
    vision_commander_brow_pad_off in new_vision.c, (null)
FILE: set_br_vals.c
    FUNCTION: set_br_vals(br_index, br_mask, cig_index)
        calledBy:
            cig_stealth_views in kato_cig.c, (null)
            cig_mimic_views in kato_cig.c, (null)
FILE: set_vflags.c
    FUNCTION: set_view_flags(flag_mask, index)
        calledBy:
            vision_restore_all_blocks in kato_vision.c, (null)
            vision_restore_all_blocks in new_vision.c, (null)
            vision_restore_isu in new_vision.c, (null)
            vision_restore_isu_ext in new_vision.c, (null)
            vision_restore_driver_blocks in new_vision.c, (null)
            vision_restore_cmdrs_blocks in new_vision.c, (null)
            vision_restore_gunners_block in new_vision.c, (null)
            vision_gunner_brow_pad_on in new_vision.c, (null)
            vision_gunner_brow_pad_off in new_vision.c, (null)
            vision_commander_brow_pad_on in new_vision.c, (null)
            vision_commander_brow_pad_off in new_vision.c, (null)
FILE: set_vmodes.c
    FUNCTION: set_vmodes(vm_index, vm_mask, cig_index)
FILE: vflags_loc.c
FILE: vision.c
    FUNCTION: vision_reset_views()
    FUNCTION: vision_enable_view(port)
        calledBy:
            vision_restore_all_blocks in kato_vision.c, IFDEF_GT_
            head_eye_tracker_effect in het_dev.c, IFNDEF HET_TEST
    FUNCTION: vision_disable_view(port)
        calledBy:
            vision_break_all_blocks in kato_vision.c, IFDEF_GT_
            ldam_check_sensor_blackout in het_bo.c, (null)
            head_eye_tracker_effect in het_dev.c, IFNDEF HET_TEST
    FUNCTION: vision_get_views()
        calledBy:
            cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
            cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
    FUNCTION: vision_set_white_hot(port)
    FUNCTION: vision_set_black_hot(port)
    FUNCTION: vision_set_dtv(port)
        calledBy:
            bloom_act in het_bloom.c, (null)
            check_bloom_timer in het_bloom.c, (null)
    FUNCTION: vision_set_normal(port)
    FUNCTION: vision_get_modes()

```

```

calledBy:
    cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
    cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
    cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
    cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
FUNCTION: vision_get_changes()
calledBy:
    cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
    cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
    cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
    cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
FUNCTION: vision_TX_changes_needed()
calledBy:
    cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
    cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
    cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
    cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
FUNCTION: vision_TX_changes_done()
calledBy:
    cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
    cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
FUNCTION: vision_T_changes_needed()
calledBy:
    cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
    cig_msg_append_viewport_updates in vupdate.c, IFDEF_GT_
    cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
    cig_msg_prepend_viewport_updates in pre_vupdate.c, IFDEF_GT_
FUNCTION: vision_T_changes_done()
calledBy:
    cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
    cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
FUNCTION: set_vision(subsys, color, fade, special)
calledBy:
    keyboard_simul in kato_keybrd.c, IFDEF_ODIN, IFDEF_GT_
    bloom_act in het_bloom.c, (null)
    check_bloom_timer in het_bloom.c, (null)
    het_toggle_goggles in het_goggles.c, (null)
    goggles_on in het_goggles.c, (null)
    goggles_off in het_goggles.c, (null)
    sunglasses_effect in het_goggles.c, (null)
FUNCTION: vision_TX_set_params(msg)
calledBy:
    cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
    cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
FUNCTION: vision_T_set_params(msg)
calledBy:
    cig_msg_append_subsys_modes in submode.c, IFDEF_GT_
    cig_msg_prepend_subsys_modes in pre_submode.c, IFDEF_GT_
FUNCTION: vision_3d_off(port)
FUNCTION: vision_3d_on(port)

```

**DIRECTORY:** ./gt/vehicle/m1

No files defined.

**DIRECTORY: ./gt/vehicle/m1/src**

FILE: m1\_ammo.c

FUNCTION: ammo\_init()

calledBy:

network\_use\_activation in use\_activ.c, (null)

controls\_restore\_controls in m1\_ctl\_fsm.c, (null)

FUNCTION: ammo\_simul()

calledBy:

veh\_spec\_simulate in m1\_main.c, (null)

FUNCTION: ammo\_check\_autoloader\_unload()

calledBy:

ammo\_simul in m1\_ammo.c, (null)

FUNCTION: ammo\_check\_autoloader\_load()

calledBy:

ammo\_simul in m1\_ammo.c, (null)

FUNCTION: ammo\_init\_ammo\_racks(ready\_heat, ready\_apds, semi\_ready\_heat,  
semi\_ready\_apds, hull\_heat, hull\_apds)

calledBy:

ammo\_restore\_ammo in m1\_ammo.c, (null)

network\_process\_activation\_parameters in m1\_network.c, (null)

FUNCTION: ammo\_supply\_full()

calledBy:

ammo\_decide\_round\_type in ammo.c, (null)

ammo\_start\_external\_resupply in ammo.c, (null)

ammo\_decide\_round\_type in newammo.c, (null)

ammo\_start\_external\_resupply in newammo.c, (null)

ammo\_receive\_quiet\_state in resupp.c, (null)

ammo\_receive\_request\_state in resupp.c, (null)

ammo\_receive\_request\_state in resupp.c, IF DEBUG

resupply\_debug\_actual\_prints in resupp.c, (null)

print\_resupply\_status in resupp.c, (null)

ammo\_receive\_quiet\_state in m1\_resupp.c, (null)

ammo\_receive\_request\_state in m1\_resupp.c, (null)

FUNCTION: ammo\_supply\_empty()

calledBy:

ammo\_send\_quiet\_state in resupp.c, (null)

ammo\_send\_waiting\_state in resupp.c, (null)

ammo\_send\_quiet\_state in m1\_resupp.c, (null)

ammo\_send\_waiting\_state in m1\_resupp.c, (null)

FUNCTION: ammo\_loaders\_arms()

calledBy:

ammo\_receive\_quiet\_state in m1\_resupp.c, (null)

ammo\_send\_quiet\_state in m1\_resupp.c, (null)

ammo\_receive\_request\_state in m1\_resupp.c, (null)

ammo\_send\_waiting\_state in m1\_resupp.c, (null)

ammo\_receive\_loading\_state in m1\_resupp.c, (null)

FUNCTION: ammo\_knee\_switch\_on()

calledBy:

ammo\_check\_autoloader\_unload in m1\_ammo.c, (null)

ammo\_check\_autoloader\_load in m1\_ammo.c, (null)

controls\_knee\_switch\_check in m1\_ctl\_npc.c, (null)

FUNCTION: ammo\_knee\_switch\_off()

calledBy:  
    ammo\_check\_autoloader\_unload in m1\_ammo.c, (null)  
    ammo\_check\_autoloader\_load in m1\_ammo.c, (null)  
    controls\_knee\_switch\_check in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_tube\_selected(slot)  
    calledBy:  
        ammo\_check\_autoloader\_unload in m1\_ammo.c, (null)  
        ammo\_check\_autoloader\_load in m1\_ammo.c, (null)  
        controls\_ammo\_tube\_check in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_arm\_panel\_check(slot)  
    calledBy:  
        ammo\_tube\_selected in m1\_ammo.c, (null)  
FUNCTION: ammo\_resupply\_check(slot)  
    calledBy:  
        ammo\_tube\_selected in m1\_ammo.c, (null)  
FUNCTION: ammo\_get\_quantity(type)  
    calledBy:  
        controls\_transfer\_semi\_heat in m1\_ctl\_npc.c, (null)  
        controls\_transfer\_semi\_apds in m1\_ctl\_npc.c, (null)  
        controls\_transfer\_hull\_heat in m1\_ctl\_npc.c, (null)  
        controls\_transfer\_hull\_apds in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_transfer\_semi\_heat()  
    calledBy:  
        controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
        controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_transfer\_semi\_apds()  
    calledBy:  
        controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
        controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_transfer\_hull\_heat()  
    calledBy:  
        controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
        controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_transfer\_hull\_apds()  
    calledBy:  
        controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
        controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_transfer\_no\_transfer()  
    calledBy:  
        controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
        controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_transfer\_redist\_send()  
    calledBy:  
        controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
        controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_transfer\_redist\_recv()  
    calledBy:  
        controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
        controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_get\_transfer\_status()  
    calledBy:  
        ammo\_receive\_quiet\_state in m1\_resupp.c, (null)  
        ammo\_send\_quiet\_state in m1\_resupp.c, (null)  
        ammo\_receive\_request\_state in m1\_resupp.c, (null)

ammo\_send\_waiting\_state in m1\_resupp.c, (null)  
ammo\_receive\_loading\_state in m1\_resupp.c, (null)  
FUNCTION: ammo\_breech\_pushed()  
calledBy:  
ammo\_check\_autoloader\_load in m1\_ammo.c, (null)  
controls\_breech\_check in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_breech\_unload\_pushed()  
calledBy:  
ammo\_check\_autoloader\_unload in m1\_ammo.c, (null)  
controls\_breech\_unload\_check in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_type\_loaded\_quick()  
calledBy:  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
FUNCTION: ammo\_ejection\_guard\_armed()  
calledBy:  
ammo\_check\_autoloader\_load in m1\_ammo.c, (null)  
controls\_ejection\_guard\_check in m1\_ctl\_npc.c, (null)  
controls\_ejection\_guard\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_ejection\_guard\_safe()  
calledBy:  
ammo\_check\_autoloader\_unload in m1\_ammo.c, (null)  
ammo\_check\_autoloader\_load in m1\_ammo.c, (null)  
controls\_ejection\_guard\_check in m1\_ctl\_npc.c, (null)  
controls\_ejection\_guard\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_ejection\_guard\_status()  
calledBy:  
ammo\_ready\_to\_fire in m1\_ammo.c, (null)  
FUNCTION: ammo\_open\_blast\_door()  
calledBy:  
ammo\_knee\_switch\_on in m1\_ammo.c, (null)  
ammo\_transfer\_semi\_heat in m1\_ammo.c, (null)  
ammo\_transfer\_semi\_apds in m1\_ammo.c, (null)  
ammo\_transfer\_hull\_heat in m1\_ammo.c, (null)  
ammo\_transfer\_hull\_apds in m1\_ammo.c, (null)  
ammo\_transfer\_redist\_send in m1\_ammo.c, (null)  
ammo\_transfer\_redist\_recv in m1\_ammo.c, (null)  
FUNCTION: ammo\_close\_blast\_door()  
calledBy:  
ammo\_blast\_door\_check in m1\_ammo.c, (null)  
FUNCTION: ammo\_gun\_fired()  
calledBy:  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
FUNCTION: ammo\_ready\_to\_fire()  
calledBy:  
firectl\_ready\_to\_fire in m1\_firectl.c, (null)  
FUNCTION: ammo\_get\_semi\_heat\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)  
FUNCTION: ammo\_get\_semi\_apds\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)  
FUNCTION: ammo\_get\_hull\_heat\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)



FUNCTION: ammo\_get\_hull\_apds\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)

FUNCTION: ammo\_get\_ready\_heat\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)

FUNCTION: ammo\_get\_ready\_apds\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)

FUNCTION: ammo\_get\_heat105\_quantity()  
calledBy:  
resupply\_feed\_me\_packet in m1\_resupp.c, (null)

FUNCTION: ammo\_get\_apds105\_quantity()  
calledBy:  
resupply\_feed\_me\_packet in m1\_resupp.c, (null)

FUNCTION: ammo\_add\_round(round)  
calledBy:  
ammo\_arm\_panel\_check in m1\_ammo.c, (null)  
ammo\_resupply\_receive\_timeout\_check in m1\_ammo.c, (null)

FUNCTION: ammo\_subtract\_round(round)  
calledBy:  
ammo\_arm\_panel\_check in m1\_ammo.c, (null)  
ammo\_resupply\_sent in m1\_ammo.c, (null)

FUNCTION: ammo\_blast\_door\_open()  
calledBy:  
failure\_check\_cat\_kill in m1\_failure.c, (null)

FUNCTION: ammo\_turret\_power\_on()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)

FUNCTION: ammo\_turret\_power\_off()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)

FUNCTION: ammo\_breech\_ready()  
calledBy:  
ammo\_breech\_pushed in m1\_ammo.c, (null)  
controls\_breech\_ready\_check in m1\_ctl\_npc.c, (null)

FUNCTION: ammo\_start\_loader\_timer()  
calledBy:  
ammo\_knee\_switch\_off in m1\_ammo.c, (null)

FUNCTION: ammo\_stop\_loader\_timer()  
calledBy:  
ammo\_knee\_switch\_on in m1\_ammo.c, (null)

FUNCTION: ammo\_start\_blast\_door\_timer()  
calledBy:  
ammo\_knee\_switch\_on in m1\_ammo.c, (null)  
ammo\_knee\_switch\_off in m1\_ammo.c, (null)  
ammo\_transfer\_no\_transfer in m1\_ammo.c, (null)

FUNCTION: ammo\_stop\_blast\_door\_timer()  
calledBy:  
ammo\_knee\_switch\_on in m1\_ammo.c, (null)  
ammo\_transfer\_semi\_heat in m1\_ammo.c, (null)  
ammo\_transfer\_semi\_apds in m1\_ammo.c, (null)  
ammo\_transfer\_hull\_heat in m1\_ammo.c, (null)  
ammo\_transfer\_hull\_apds in m1\_ammo.c, (null)

ammo\_transfer\_redist\_send in m1\_ammo.c, (null)  
ammo\_transfer\_redist\_rcv in m1\_ammo.c, (null)  
FUNCTION: ammo\_blast\_door\_check()  
calledBy:  
ammo\_simul in m1\_ammo.c, (null)  
FUNCTION: ammo\_flash\_check()  
calledBy:  
ammo\_simul in m1\_ammo.c, (null)  
FUNCTION: ammo\_resupply\_receive\_timeout\_check()  
calledBy:  
ammo\_receive\_loading\_state in resupp.c, (null)  
ammo\_simul in m1\_ammo.c, (null)  
FUNCTION: ammo\_start\_resupply\_receive\_timer()  
calledBy:  
ammo\_start\_external\_resupply in ammo.c, (null)  
ammo\_start\_external\_resupply in newammo.c, (null)  
ammo\_start\_internal\_resupply in m1\_ammo.c, (null)  
ammo\_start\_external\_resupply in m1\_ammo.c, (null)  
FUNCTION: ammo\_stop\_resupply\_receive\_timer()  
calledBy:  
ammo\_stop\_resupply in m1\_ammo.c, (null)  
FUNCTION: ammo\_change\_resupply(slot)  
calledBy:  
ammo\_resupply\_check in m1\_ammo.c, (null)  
FUNCTION: ammo\_stop\_resupply()  
calledBy:  
ammo\_resupply\_receive\_timeout\_check in newammo.c, (null)  
ammo\_transfer\_semi\_heat in m1\_ammo.c, (null)  
ammo\_transfer\_semi\_apds in m1\_ammo.c, (null)  
ammo\_transfer\_hull\_heat in m1\_ammo.c, (null)  
ammo\_transfer\_hull\_apds in m1\_ammo.c, (null)  
ammo\_transfer\_no\_transfer in m1\_ammo.c, (null)  
ammo\_transfer\_redist\_send in m1\_ammo.c, (null)  
ammo\_transfer\_redist\_rcv in m1\_ammo.c, (null)  
ammo\_restore\_ammo in m1\_ammo.c, (null)  
resupply\_thank\_you\_packet in m1\_resupp.c, (null)  
ammo\_receive\_loading\_state in m1\_resupp.c, (null)  
ammo\_send\_servicing\_state in m1\_resupp.c, (null)  
FUNCTION: ammo\_start\_internal\_resupply(slot)  
calledBy:  
ammo\_resupply\_check in m1\_ammo.c, (null)  
FUNCTION: ammo\_start\_external\_resupply(heat\_offered, apds\_offered)  
calledBy:  
resupply\_offer\_packet in resupp.c, (null)  
resupply\_offer\_packet in m1\_resupp.c, (null)  
FUNCTION: ammo\_start\_external\_send()  
calledBy:  
resupply\_feed\_me\_packet in resupp.c, IFDEF notdef  
resupply\_feed\_me\_packet in m1\_resupp.c, (null)  
FUNCTION: ammo\_decide\_resupply\_receive(heat\_offered, apds\_offered,  
location\_ptr, slot\_ptr)  
calledBy:  
ammo\_start\_external\_resupply in m1\_ammo.c, (null)  
FUNCTION: ammo\_decide\_receive\_location(round\_type, location\_ptr, slot\_ptr)

calledBy:  
ammo\_decide\_resupply\_receive in m1\_ammo.c, (null)  
FUNCTION: ammo\_decide\_round\_type()  
calledBy:  
send\_feed\_me\_packets\_ammo\_carriers in resupp.c, (null)  
ammo\_decide\_resupply\_receive in m1\_ammo.c, (null)  
send\_feed\_me\_packets\_ammo\_carriers in m1\_resupp.c, (null)  
FUNCTION: ammo\_stop\_timers()  
calledBy:  
controls\_no\_power\_off in m1\_ctl\_npc.c, (null)  
FUNCTION: ammo\_restore\_ammo()  
calledBy:  
keyboard\_simul in m1\_keybrd.c, (null)  
FUNCTION: ammo\_resupply\_sent(ammo\_type)  
calledBy:  
resupply\_thank\_you\_packet in resupp.c, (null)  
resupply\_thank\_you\_packet in m1\_resupp.c, (null)  
FUNCTION: ammo\_decide\_resupply\_send(ammo\_type)  
calledBy:  
ammo\_resupply\_sent in m1\_ammo.c, (null)  
FUNCTION: ammo\_decide\_resupply\_slot(ammo\_type)  
calledBy:  
ammo\_check\_autoloader\_unload in m1\_ammo.c, (null)  
ammo\_decide\_receive\_location in m1\_ammo.c, (null)  
ammo\_decide\_resupply\_send in m1\_ammo.c, (null)  
FUNCTION: ammo\_print\_statistics()  
FUNCTION: ammo\_enable\_autoloader()  
calledBy:  
main in m1\_main.c, (null)  
FILE: m1\_bcs.c  
FUNCTION: bcs\_dump\_lead\_buffer()  
calledBy:  
bcs\_init in m1\_bcs.c, (null)  
turret\_simul in m1\_turret.c, (null)  
FUNCTION: bcs\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: bcs\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FUNCTION: bcs\_manual\_range\_battlesight()  
calledBy:  
controls\_battlesight\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_manual\_range\_add\_pushed()  
calledBy:  
controls\_add\_drop\_check in m1\_ctl\_tpc.c, (null)  
controls\_add\_drop\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_manual\_range\_drop\_pushed()  
calledBy:  
controls\_add\_drop\_check in m1\_ctl\_tpc.c, (null)  
controls\_add\_drop\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_manual\_range\_released()  
calledBy:  
controls\_add\_drop\_check in m1\_ctl\_tpc.c, (null)

controls\_add\_drop\_exit in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_amm0\_select\_heat()  
calledBy:  
controls\_amm0\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_amm0\_select\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_amm0\_select\_apds()  
calledBy:  
controls\_amm0\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_amm0\_select\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_amm0\_select\_other()  
calledBy:  
controls\_amm0\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_amm0\_select\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_range\_is(range\_from\_lrf)  
calledBy:  
laser\_perform\_lase in m1\_laser.c, (null)  
FUNCTION: calc\_avg\_slew\_rate()  
calledBy:  
bcs\_set\_ballistics\_computer in m1\_bcs.c, (null)  
FUNCTION: bcs\_set\_ballistics\_computer()  
calledBy:  
turret\_get\_gun\_to\_world in m1\_turret.c, (null)  
FUNCTION: bcs\_get\_lead\_azimuth()  
calledBy:  
turret\_get\_gun\_to\_world in m1\_turret.c, (null)  
FUNCTION: bcs\_get\_super\_elevation()  
calledBy:  
turret\_get\_gun\_to\_world in m1\_turret.c, (null)  
FUNCTION: bcs\_get\_range()  
FUNCTION: bcs\_get\_time\_of\_flight()  
FUNCTION: bcs\_get\_amm0\_type\_indexed()  
calledBy:  
amm0\_check\_autoloader\_load in m1\_amm0.c, (null)  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
FUNCTION: bcs\_get\_range\_str()  
calledBy:  
cig\_prepare\_buffer in m1\_cig.c, (null)  
FUNCTION: bcs\_boot\_computer()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_computer\_status()  
calledBy:  
controls\_gun\_select\_fsm in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_turn\_computer\_off()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: bcs\_check\_bootup()  
calledBy:  
bcs\_simul in m1\_bcs.c, (null)  
FILE: m1\_cig.c  
FUNCTION: set\_ballistics\_debug(state)  
FUNCTION: get\_ballistics\_debug()  
calledBy:  
check\_buffer in checkbuffer.c, (null)

veh\_spec\_proc\_buf in m1\_p\_buf.c, (null)  
FUNCTION: cig\_init\_ctr()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: cig\_gps\_mag\_10x()  
calledBy:  
controls\_mag\_check in m1\_ctl\_npc.c, (null)  
controls\_mag\_init in m1\_ctl\_npc.c, (null)  
thermal\_10x in m1\_thermal.c, (null)  
turn\_on\_gunners\_thermal\_view in m1\_thermal.c, (null)  
turn\_off\_gunners\_thermal\_view in m1\_thermal.c, (null)  
FUNCTION: cig\_gps\_mag\_3x()  
calledBy:  
controls\_mag\_check in m1\_ctl\_npc.c, (null)  
controls\_mag\_init in m1\_ctl\_npc.c, (null)  
thermal\_3x in m1\_thermal.c, (null)  
turn\_on\_gunners\_thermal\_view in m1\_thermal.c, (null)  
turn\_off\_gunners\_thermal\_view in m1\_thermal.c, (null)  
FUNCTION: cig\_msg\_prepend\_my\_veh\_state()  
calledBy:  
cig\_prepare\_buffer in m1\_cig.c, (null)  
FUNCTION: cig\_prepare\_buffer()  
calledBy:  
net\_simul in net\_simul.c, (null)  
cigex\_start in cig\_start.c, (null)  
net\_simul in n\_net\_simul.c, (null)  
io\_simul in io\_simul.c, (null)  
cig\_reconfig\_start in cig\_r\_start.c, (null)  
FUNCTION: rotate\_send\_msgs()  
FUNCTION: cig\_spec\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FUNCTION: cig\_setup\_configuration()  
calledBy:  
cig\_reconfig\_start in cig\_r\_start.c, (null)  
FILE: m1\_collision.c  
FUNCTION: m1\_collision\_check(veh)  
FUNCTION: m1\_collision\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: m1\_get\_rva\_collision\_list()  
calledBy:  
m1\_collision\_simul in m1\_collision.c, (null)  
FUNCTION: m1\_collision\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FILE: m1\_ctl\_fsm.c  
FUNCTION: controls\_fsm\_init()  
calledBy:  
controls\_restore\_controls in m1\_ctl\_fsm.c, (null)  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: controls\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)

FUNCTION: controls\_power\_status()

calledBy:

- b\_level\_check in b\_levels.c, (null)
- b\_level\_init in b\_levels.c, (null)
- b\_level\_exit in b\_levels.c, (null)
- edge\_check in edges.c, (null)
- g\_edge\_check in g\_edges.c, (null)
- light\_check in lights.c, (null)
- light\_exit in lights.c, (null)
- m\_level\_check in m\_levels.c, (null)
- m\_level\_init in m\_levels.c, (null)
- m\_level\_exit in m\_levels.c, (null)
- meter\_check in meters.c, (null)
- pot\_init in pots.c, (null)
- pot\_print in pots.c, (null)
- pot\_check in pots.c, (null)
- pot\_exit in pots.c, (null)
- controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)
- controls\_driver\_panel\_light\_restore in m1\_ctl\_mpc.c, (null)
- controls\_engine\_started in m1\_ctl\_mpc.c, (null)
- controls\_engine\_abort in m1\_ctl\_mpc.c, (null)
- controls\_engine\_overspeed in m1\_ctl\_mpc.c, (null)
- controls\_low\_fuel\_on in m1\_ctl\_mpc.c, (null)
- controls\_low\_charge\_on in m1\_ctl\_mpc.c, (null)
- controls\_engine\_oil\_level\_low in m1\_ctl\_mpc.c, (null)
- controls\_transmission\_oil\_level\_low in m1\_ctl\_mpc.c, (null)
- controls\_engine\_oil\_filter\_clogged in m1\_ctl\_mpc.c, (null)
- controls\_transmission\_oil\_filter\_clogged in m1\_ctl\_mpc.c, (null)
- controls\_engine\_fuel\_filter\_clogged in m1\_ctl\_mpc.c, (null)
- controls\_right\_pump\_inoperative\_on in m1\_ctl\_mpc.c, (null)
- controls\_left\_pump\_inoperative\_on in m1\_ctl\_mpc.c, (null)
- controls\_engine\_oil\_temperature\_high in m1\_ctl\_mpc.c, (null)
- controls\_engine\_oil\_pressure\_low in m1\_ctl\_mpc.c, (null)
- controls\_transmission\_oil\_temperature\_high in m1\_ctl\_mpc.c, (null)
- controls\_transmission\_oil\_pressure\_low in m1\_ctl\_mpc.c, (null)
- controls\_ejection\_guard\_armed in m1\_ctl\_npc.c, (null)
- controls\_ejection\_guard\_safe in m1\_ctl\_npc.c, (null)
- controls\_set\_parking\_brake in m1\_ctl\_npc.c, (null)
- controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)
- controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)
- controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)
- controls\_gun\_select\_check in m1\_ctl\_tpc.c, (null)
- controls\_gun\_select\_init in m1\_ctl\_tpc.c, (null)
- controls\_ammo\_select\_check in m1\_ctl\_tpc.c, (null)
- controls\_ammo\_select\_init in m1\_ctl\_tpc.c, (null)
- controls\_commander\_panel\_light\_restore in m1\_ctl\_tpc.c, (null)
- controls\_laser\_malfunction\_set in m1\_ctl\_tpc.c, (null)
- controls\_thermal\_ready\_light\_on in m1\_ctl\_tpc.c, (null)
- firectl\_ready\_to\_fire in m1\_firectl.c, (null)
- meter\_speed\_set in m1\_meter.c, (null)
- meter\_tach\_set in m1\_meter.c, (null)
- meter\_fuel\_set in m1\_meter.c, (null)
- meter\_volt\_set in m1\_meter.c, (null)

FUNCTION: controls\_electsys\_dead()

calledBy:  
 fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
 electsys\_dead in m1\_electsys.c, (null)  
 FUNCTION: controls\_electsys\_reborn()  
 calledBy:  
 electsys\_recharge\_battery in m1\_electsys.c, (null)  
 FUNCTION: controls\_electsys\_status()  
 calledBy:  
 controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
 controls\_driver\_panel\_light\_restore in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_started in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_abort in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_overspeed in m1\_ctl\_mpc.c, (null)  
 controls\_low\_fuel\_on in m1\_ctl\_mpc.c, (null)  
 controls\_low\_charge\_on in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_oil\_level\_low in m1\_ctl\_mpc.c, (null)  
 controls\_transmission\_oil\_level\_low in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_oil\_filter\_clogged in m1\_ctl\_mpc.c, (null)  
 controls\_transmission\_oil\_filter\_clogged in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_fuel\_filter\_clogged in m1\_ctl\_mpc.c, (null)  
 controls\_right\_pump\_inoperative\_on in m1\_ctl\_mpc.c, (null)  
 controls\_left\_pump\_inoperative\_on in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_oil\_temperature\_high in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_oil\_pressure\_low in m1\_ctl\_mpc.c, (null)  
 controls\_transmission\_oil\_temperature\_high in m1\_ctl\_mpc.c, (null)  
 controls\_transmission\_oil\_pressure\_low in m1\_ctl\_mpc.c, (null)  
 controls\_ejection\_guard\_armed in m1\_ctl\_npc.c, (null)  
 controls\_ejection\_guard\_safe in m1\_ctl\_npc.c, (null)  
 controls\_set\_parking\_brake in m1\_ctl\_npc.c, (null)  
 controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
 controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
 controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
 controls\_gun\_select\_check in m1\_ctl\_tpc.c, (null)  
 controls\_gun\_select\_init in m1\_ctl\_tpc.c, (null)  
 controls\_ammo\_select\_check in m1\_ctl\_tpc.c, (null)  
 controls\_ammo\_select\_init in m1\_ctl\_tpc.c, (null)  
 controls\_commander\_panel\_light\_restore in m1\_ctl\_tpc.c, (null)  
 controls\_laser\_malfunction\_set in m1\_ctl\_tpc.c, (null)  
 controls\_thermal\_ready\_light\_on in m1\_ctl\_tpc.c, (null)  
 meter\_speed\_set in m1\_meter.c, (null)  
 meter\_tach\_set in m1\_meter.c, (null)  
 meter\_fuel\_set in m1\_meter.c, (null)  
 meter\_volt\_set in m1\_meter.c, (null)  
 FUNCTION: controls\_break\_controls()  
 calledBy:  
 fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
 FUNCTION: controls\_restore\_controls(check\_broken)  
 calledBy:  
 fail\_init in f\_flags.c, IF 0  
 fail\_init in f\_init.c, (null)  
 repair\_all\_systems in repair.c, (null)  
 FUNCTION: controls\_failure\_status()  
 calledBy:  
 controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)

controls\_driver\_panel\_light\_restore in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_started in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_abort in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_overspeed in m1\_ctl\_mpc.c, (null)  
 controls\_low\_fuel\_on in m1\_ctl\_mpc.c, (null)  
 controls\_low\_charge\_on in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_oil\_level\_low in m1\_ctl\_mpc.c, (null)  
 controls\_transmission\_oil\_level\_low in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_oil\_filter\_clogged in m1\_ctl\_mpc.c, (null)  
 controls\_transmission\_oil\_filter\_clogged in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_fuel\_filter\_clogged in m1\_ctl\_mpc.c, (null)  
 controls\_right\_pump\_inoperative\_on in m1\_ctl\_mpc.c, (null)  
 controls\_left\_pump\_inoperative\_on in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_oil\_temperature\_high in m1\_ctl\_mpc.c, (null)  
 controls\_engine\_oil\_pressure\_low in m1\_ctl\_mpc.c, (null)  
 controls\_transmission\_oil\_temperature\_high in m1\_ctl\_mpc.c, (null)  
 controls\_transmission\_oil\_pressure\_low in m1\_ctl\_mpc.c, (null)  
 controls\_ejection\_guard\_armed in m1\_ctl\_npc.c, (null)  
 controls\_ejection\_guard\_safe in m1\_ctl\_npc.c, (null)  
 controls\_set\_parking\_brake in m1\_ctl\_npc.c, (null)  
 controls\_breech\_ready\_check in m1\_ctl\_npc.c, (null)  
 controls\_transfer\_semi\_heat in m1\_ctl\_npc.c, (null)  
 controls\_transfer\_semi\_apds in m1\_ctl\_npc.c, (null)  
 controls\_transfer\_hull\_heat in m1\_ctl\_npc.c, (null)  
 controls\_transfer\_hull\_apds in m1\_ctl\_npc.c, (null)  
 controls\_transfer\_redist\_send in m1\_ctl\_npc.c, (null)  
 controls\_transfer\_redist\_rcv in m1\_ctl\_npc.c, (null)  
 controls\_show\_round in m1\_ctl\_npc.c, (null)  
 controls\_resupply\_restore in m1\_ctl\_npc.c, (null)  
 controls\_turret\_ref\_ind in m1\_ctl\_npc.c, (null)  
 controls\_show\_breech in m1\_ctl\_npc.c, (null)  
 controls\_fuel\_restore in m1\_ctl\_npc.c, (null)  
 controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
 controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
 controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
 controls\_gun\_select\_check in m1\_ctl\_tpc.c, (null)  
 controls\_gun\_select\_init in m1\_ctl\_tpc.c, (null)  
 controls\_ammo\_select\_check in m1\_ctl\_tpc.c, (null)  
 controls\_ammo\_select\_init in m1\_ctl\_tpc.c, (null)  
 controls\_commander\_panel\_light\_restore in m1\_ctl\_tpc.c, (null)  
 controls\_commander\_fake\_light\_restore in m1\_ctl\_tpc.c, (null)  
 controls\_laser\_malfunction\_set in m1\_ctl\_tpc.c, (null)  
 controls\_thermal\_ready\_light\_on in m1\_ctl\_tpc.c, (null)  
 meter\_speed\_set in m1\_meter.c, (null)  
 meter\_tach\_set in m1\_meter.c, (null)  
 meter\_fuel\_set in m1\_meter.c, (null)  
 meter\_volt\_set in m1\_meter.c, (null)  
 resupply\_gating\_conditions in m1\_resupp.c, (null)  
 FUNCTION: controls\_other\_edges\_clear()  
 calledBy:  
 controls\_edge\_init in m1\_ctl\_fsm.c, (null)  
 FUNCTION: controls\_edge\_init()  
 calledBy:  
 controls\_restore\_controls in m1\_ctl\_fsm.c, (null)



veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: controls\_lamp\_init()  
calledBy:  
controls\_restore\_controls in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_no\_power\_next\_state()  
calledBy:  
controls\_simul in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_master\_power\_next\_state()  
calledBy:  
controls\_simul in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_power\_next\_state()  
calledBy:  
controls\_simul in m1\_ctl\_fsm.c, (null)  
FILE: m1\_ctl\_mpc.c  
FUNCTION: controls\_mpc\_init()  
calledBy:  
controls\_restore\_controls in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_master\_power\_routines()  
calledBy:  
controls\_master\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
controls\_turret\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_master\_power\_edges\_clear()  
calledBy:  
controls\_edge\_init in m1\_ctl\_fsm.c, (null)  
controls\_no\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_master\_power\_on()  
calledBy:  
controls\_no\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_driver\_panel\_status()  
calledBy:  
controls\_engine\_lamp\_check in m1\_ctl\_mpc.c, (null)  
controls\_engine\_abort\_check in m1\_ctl\_mpc.c, (null)  
controls\_caution\_reset\_check in m1\_ctl\_mpc.c, (null)  
controls\_engine\_spooling\_down in m1\_ctl\_mpc.c, (null)  
controls\_engine\_reset\_abort in m1\_ctl\_mpc.c, (null)  
controls\_engine\_overspeed\_normal in m1\_ctl\_mpc.c, (null)  
controls\_low\_fuel\_off in m1\_ctl\_mpc.c, (null)  
controls\_low\_charge\_off in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_level\_normal in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_level\_normal in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_filter\_normal in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_filter\_normal in m1\_ctl\_mpc.c, (null)  
controls\_engine\_fuel\_filter\_normal in m1\_ctl\_mpc.c, (null)  
controls\_right\_pump\_inoperative\_off in m1\_ctl\_mpc.c, (null)  
controls\_left\_pump\_inoperative\_off in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_temperature\_normal in m1\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_pressure\_normal in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_temperature\_normal in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_pressure\_normal in m1\_ctl\_mpc.c, (null)  
controls\_caution\_lamp\_off\_check in m1\_ctl\_mpc.c, (null)  
controls\_warning\_lamp\_off\_check in m1\_ctl\_mpc.c, (null)  
controls\_release\_parking\_brake in m1\_ctl\_npc.c, (null)  
controls\_fuel\_unflash in m1\_ctl\_npc.c, (null)  
controls\_fuel\_restore in m1\_ctl\_npc.c, (null)

controls\_thermal\_ready\_light\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_steer\_bar\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_steer\_bar\_init()  
calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_steer\_bar\_exit()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_throttle\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_throttle\_init()  
calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_throttle\_exit()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_transmission\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_transmission\_init()  
calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_tank\_select\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_tank\_select\_init()  
calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_driver\_panel\_light\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_driver\_panel\_light\_init()  
calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_driver\_panel\_light\_exit()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_engine\_start\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_engine\_start\_init()  
calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_engine\_shutoff\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_engine\_lamp\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_engine\_lamp\_exit()  
calledBy:

controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_engine\_abort\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_engine\_abort\_exit()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_tactical\_idle\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_tactical\_idle\_init()  
calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_caution\_reset\_check()  
calledBy:  
controls\_master\_power\_routines in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_driver\_panel\_light\_on()  
calledBy:  
controls\_driver\_panel\_light\_check in m1\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_light\_init in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_driver\_panel\_light\_restore()  
calledBy:  
controls\_driver\_panel\_light\_check in m1\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_light\_init in m1\_ctl\_mpc.c, (null)  
FUNCTION: controls\_engine\_started()  
calledBy:  
engine\_simul in m1\_engine.c, (null)  
FUNCTION: controls\_engine\_spooling\_down()  
calledBy:  
spool\_down\_engine in m1\_engine.c, (null)  
FUNCTION: controls\_master\_power\_off()  
calledBy:  
controls\_master\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
controls\_turret\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_engine\_abort()  
calledBy:  
engine\_simul in m1\_engine.c, (null)  
engine\_start\_switch in m1\_engine.c, (null)  
engine\_shutoff\_switch in m1\_engine.c, (null)  
FUNCTION: controls\_engine\_reset\_abort()  
FUNCTION: controls\_engine\_overspeed()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_engine\_overspeed\_normal()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_low\_fuel\_on()  
calledBy:  
fuel\_warning\_levels in m1\_fuelsys.c, (null)  
FUNCTION: controls\_low\_fuel\_off()  
calledBy:  
fuel\_warning\_levels in m1\_fuelsys.c, (null)  
FUNCTION: controls\_low\_charge\_on()  
calledBy:

electsys\_discharge\_battery in m1\_electsys.c, (null)  
electsys\_handle\_leaky\_battery in m1\_electsys.c, (null)  
FUNCTION: controls\_low\_charge\_off()  
calledBy:  
electsys\_simul in m1\_electsys.c, (null)  
electsys\_recharge\_battery in m1\_electsys.c, (null)  
FUNCTION: controls\_engine\_oil\_level\_low()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_engine\_oil\_level\_normal()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_transmission\_oil\_level\_low()  
calledBy:  
send\_trans\_maintenance\_status in m1\_dtrain.c, (null)  
FUNCTION: controls\_transmission\_oil\_level\_normal()  
calledBy:  
send\_trans\_maintenance\_status in m1\_dtrain.c, (null)  
FUNCTION: controls\_engine\_oil\_filter\_clogged()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_engine\_oil\_filter\_normal()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_transmission\_oil\_filter\_clogged()  
calledBy:  
send\_trans\_maintenance\_status in m1\_dtrain.c, (null)  
FUNCTION: controls\_transmission\_oil\_filter\_normal()  
calledBy:  
send\_trans\_maintenance\_status in m1\_dtrain.c, (null)  
FUNCTION: controls\_engine\_fuel\_filter\_clogged()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_engine\_fuel\_filter\_normal()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_right\_pump\_inoperative\_on()  
calledBy:  
fuel\_transfer\_pump\_failure in m1\_fuelsys.c, (null)  
FUNCTION: controls\_right\_pump\_inoperative\_off()  
calledBy:  
fuel\_repair\_transfer\_pump in m1\_fuelsys.c, (null)  
FUNCTION: controls\_left\_pump\_inoperative\_on()  
calledBy:  
fuel\_transfer\_pump\_failure in m1\_fuelsys.c, (null)  
FUNCTION: controls\_left\_pump\_inoperative\_off()  
calledBy:  
fuel\_repair\_transfer\_pump in m1\_fuelsys.c, (null)  
FUNCTION: controls\_engine\_oil\_temperature\_high()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)  
FUNCTION: controls\_engine\_oil\_temperature\_normal()  
calledBy:  
send\_engine\_controls\_status in m1\_engine.c, (null)

FUNCTION: controls\_engine\_oil\_pressure\_low()  
calledBy:  
    send\_engine\_controls\_status in m1\_engine.c, (null)

FUNCTION: controls\_engine\_oil\_pressure\_normal()  
calledBy:  
    send\_engine\_controls\_status in m1\_engine.c, (null)

FUNCTION: controls\_transmission\_oil\_temperature\_high()  
calledBy:  
    send\_transmission\_oil\_status in m1\_dtrain.c, (null)

FUNCTION: controls\_transmission\_oil\_temperature\_normal()  
calledBy:  
    send\_transmission\_oil\_status in m1\_dtrain.c, (null)

FUNCTION: controls\_transmission\_oil\_pressure\_low()  
calledBy:  
    send\_transmission\_oil\_status in m1\_dtrain.c, (null)

FUNCTION: controls\_transmission\_oil\_pressure\_normal()  
calledBy:  
    send\_transmission\_oil\_status in m1\_dtrain.c, (null)

FUNCTION: controls\_caution\_lamp\_off\_check()  
calledBy:  
    controls\_low\_fuel\_off in m1\_ctl\_mpc.c, (null)  
    controls\_low\_charge\_off in m1\_ctl\_mpc.c, (null)  
    controls\_engine\_oil\_level\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_transmission\_oil\_level\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_engine\_oil\_filter\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_transmission\_oil\_filter\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_engine\_fuel\_filter\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_right\_pump\_inoperative\_off in m1\_ctl\_mpc.c, (null)  
    controls\_left\_pump\_inoperative\_off in m1\_ctl\_mpc.c, (null)

FUNCTION: controls\_warning\_lamp\_off\_check()  
calledBy:  
    controls\_engine\_abort\_check in m1\_ctl\_mpc.c, (null)  
    controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
    controls\_engine\_reset\_abort in m1\_ctl\_mpc.c, (null)  
    controls\_engine\_overspeed\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_engine\_oil\_temperature\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_engine\_oil\_pressure\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_transmission\_oil\_temperature\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_transmission\_oil\_pressure\_normal in m1\_ctl\_mpc.c, (null)  
    controls\_release\_parking\_brake in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_kill\_radio()  
FUNCTION: controls\_restore\_radio()

FILE: m1\_ctl\_npc.c

FUNCTION: controls\_npc\_init()  
calledBy:  
    controls\_restore\_controls in m1\_ctl\_fsm.c, (null)

FUNCTION: controls\_no\_power\_routines()  
calledBy:  
    controls\_no\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
    controls\_master\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
    controls\_turret\_power\_next\_state in m1\_ctl\_fsm.c, (null)

FUNCTION: controls\_parking\_brake\_check()  
calledBy:  
    controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_service\_brake\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_service\_brake\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_service\_brake\_exit()  
calledBy:  
controls\_no\_power\_off in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_mag\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_mag\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)

FUNCTION: get\_non\_thermal\_mag()  
calledBy:  
turn\_off\_gunners\_thermal\_view in m1\_thermal.c, (null)

FUNCTION: controls\_ejection\_guard\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_ejection\_guard\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_breech\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_breech\_unload\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_knee\_switch\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_ejection\_guard\_armed()  
calledBy:  
controls\_ejection\_guard\_check in m1\_ctl\_npc.c, (null)  
controls\_ejection\_guard\_init in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_ejection\_guard\_safe()  
calledBy:  
ammo\_init in m1\_ammo.c, (null)  
controls\_ejection\_guard\_check in m1\_ctl\_npc.c, (null)  
controls\_ejection\_guard\_init in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_set\_parking\_brake()  
calledBy:  
controls\_parking\_brake\_check in m1\_ctl\_npc.c, (null)  
drivetrain\_init in m1\_dtrain.c, (null)

FUNCTION: controls\_release\_parking\_brake()  
calledBy:  
controls\_parking\_brake\_check in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_breech\_ready\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_ammo\_transfer\_check()  
calledBy:

controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_ammo\_transfer\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_transfer\_semi\_heat()  
calledBy:  
controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
controls\_restore\_ammo in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_transfer\_semi\_apds()  
calledBy:  
controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
controls\_restore\_ammo in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_transfer\_hull\_heat()  
calledBy:  
controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
controls\_restore\_ammo in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_transfer\_hull\_apds()  
calledBy:  
controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
controls\_restore\_ammo in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_transfer\_no\_transfer()  
calledBy:  
controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
controls\_restore\_ammo in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_transfer\_redist\_send()  
calledBy:  
controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
controls\_restore\_ammo in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_transfer\_redist\_recv()  
calledBy:  
controls\_ammo\_transfer\_check in m1\_ctl\_npc.c, (null)  
controls\_ammo\_transfer\_init in m1\_ctl\_npc.c, (null)  
controls\_restore\_ammo in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_resupply\_empty(status)  
calledBy:  
ammo\_resupply\_receive\_timeout\_check in m1\_ammo.c, (null)  
ammo\_resupply\_sent in m1\_ammo.c, (null)  
FUNCTION: controls\_ammo\_tube\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_show\_round(slot, contents)  
calledBy:  
ammo\_arm\_panel\_check in m1\_ammo.c, (null)  
ammo\_open\_blast\_door in m1\_ammo.c, (null)  
ammo\_resupply\_receive\_timeout\_check in m1\_ammo.c, (null)  
ammo\_restore\_ammo in m1\_ammo.c, (null)  
FUNCTION: controls\_unshow\_round(slot, contents)  
calledBy:

ammo\_arm\_panel\_check in m1\_ammo.c, (null)  
ammo\_close\_blast\_door in m1\_ammo.c, (null)  
ammo\_resupply\_sent in m1\_ammo.c, (null)  
FUNCTION: controls\_commander\_weapon\_station\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_commander\_weapon\_station\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_loader\_periscope\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_loader\_periscope\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_resupply\_flash(slot, transfer\_status, resupply\_location)  
calledBy:  
ammo\_flash\_check in m1\_ammo.c, (null)  
FUNCTION: controls\_resupply\_unflash(slot, transfer\_status, resupply\_location)  
calledBy:  
ammo\_flash\_check in m1\_ammo.c, (null)  
FUNCTION: controls\_resupply\_restore(slot, transfer\_status, resupply\_location)  
calledBy:  
ammo\_resupply\_receive\_timeout\_check in m1\_ammo.c, (null)  
ammo\_change\_resupply in m1\_ammo.c, (null)  
ammo\_stop\_resupply in m1\_ammo.c, (null)  
ammo\_start\_internal\_resupply in m1\_ammo.c, (null)  
ammo\_start\_external\_resupply in m1\_ammo.c, (null)  
ammo\_start\_external\_send in m1\_ammo.c, (null)  
ammo\_resupply\_sent in m1\_ammo.c, (null)  
FUNCTION: controls\_odometer\_pulse()  
calledBy:  
odometer\_simul in m1\_tracks.c, (null)  
FUNCTION: controls\_turret\_ref\_ind(radians)  
calledBy:  
turret\_simul in m1\_turret.c, (null)  
FUNCTION: controls\_grid\_azimuth\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_show\_breach(contents)  
calledBy:  
ammo\_breach\_pushed in m1\_ammo.c, (null)  
ammo\_breach\_unload\_pushed in m1\_ammo.c, (null)  
ammo\_gun\_fired in m1\_ammo.c, (null)  
ammo\_restore\_ammo in m1\_ammo.c, (null)  
FUNCTION: controls\_no\_power\_off()  
calledBy:  
controls\_no\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
controls\_master\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
controls\_turret\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_fuel\_flash\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_start\_fuel\_flashing()



calledBy:  
resupply\_offer\_packet in m1\_resupp.c, (null)  
FUNCTION: controls\_stop\_fuel\_flashing()  
calledBy:  
fuel\_receive\_loading\_state in m1\_resupp.c, (null)  
FUNCTION: controls\_fuel\_flash()  
calledBy:  
controls\_fuel\_flash\_check in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_fuel\_unflash()  
calledBy:  
controls\_fuel\_flash\_check in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_fuel\_restore()  
calledBy:  
controls\_start\_fuel\_flashing in m1\_ctl\_npc.c, (null)  
controls\_stop\_fuel\_flashing in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_odometer\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_odometer\_exit()  
calledBy:  
controls\_no\_power\_off in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_cupola\_up\_down\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_cupola\_up\_down\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_cupola\_up\_down\_exit()  
calledBy:  
controls\_no\_power\_off in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_lpscope\_up\_down\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_lpscope\_up\_down\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_lpscope\_up\_down\_exit()  
calledBy:  
controls\_no\_power\_off in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_restore\_ammo()  
calledBy:  
keyboard\_simul in m1\_keybrd.c, (null)  
FUNCTION: controls\_binoculars\_on\_off\_exit()  
calledBy:  
controls\_no\_power\_off in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_binoculars\_on\_off\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_binoculars\_on\_off\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)  
FUNCTION: controls\_thermal\_shutter\_check()  
calledBy:  
controls\_no\_power\_routines in m1\_ctl\_npc.c, (null)

FUNCTION: controls\_thermal\_shutter\_init()  
calledBy:  
controls\_npc\_init in m1\_ctl\_npc.c, (null)

FILE: m1\_ctl\_tpc.c

FUNCTION: controls\_tpc\_init()  
calledBy:  
controls\_restore\_controls in m1\_ctl\_fsm.c, (null)

FUNCTION: controls\_turret\_power\_routines()  
calledBy:  
controls\_turret\_power\_next\_state in m1\_ctl\_fsm.c, (null)

FUNCTION: controls\_turret\_power\_edges\_clear()  
calledBy:  
controls\_edge\_init in m1\_ctl\_fsm.c, (null)  
controls\_no\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
controls\_master\_power\_next\_state in m1\_ctl\_fsm.c, (null)

FUNCTION: controls\_turret\_power\_on()  
calledBy:  
controls\_no\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
controls\_master\_power\_next\_state in m1\_ctl\_fsm.c, (null)

FUNCTION: controls\_commander\_panel\_status()  
calledBy:  
controls\_lamp\_init in m1\_ctl\_fsm.c, (null)  
controls\_low\_charge\_off in m1\_ctl\_mpc.c, (null)  
controls\_ejection\_guard\_armed in m1\_ctl\_npc.c, (null)  
controls\_ejection\_guard\_safe in m1\_ctl\_npc.c, (null)  
controls\_breech\_ready\_check in m1\_ctl\_npc.c, (null)  
controls\_transfer\_semi\_heat in m1\_ctl\_npc.c, (null)  
controls\_transfer\_semi\_apds in m1\_ctl\_npc.c, (null)  
controls\_transfer\_hull\_heat in m1\_ctl\_npc.c, (null)  
controls\_transfer\_hull\_apds in m1\_ctl\_npc.c, (null)  
controls\_transfer\_no\_transfer in m1\_ctl\_npc.c, (null)  
controls\_transfer\_redist\_send in m1\_ctl\_npc.c, (null)  
controls\_transfer\_redist\_rcv in m1\_ctl\_npc.c, (null)  
controls\_resupply\_empty in m1\_ctl\_npc.c, (null)  
controls\_unshow\_round in m1\_ctl\_npc.c, (null)  
controls\_resupply\_unflash in m1\_ctl\_npc.c, (null)  
controls\_resupply\_restore in m1\_ctl\_npc.c, (null)  
controls\_turret\_ref\_ind in m1\_ctl\_npc.c, (null)  
controls\_show\_breech in m1\_ctl\_npc.c, (null)  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
controls\_gun\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_gun\_select\_init in m1\_ctl\_tpc.c, (null)  
controls\_ammo\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_ammo\_select\_init in m1\_ctl\_tpc.c, (null)  
controls\_laser\_malfunction\_reset in m1\_ctl\_tpc.c, (null)

FUNCTION: controls\_palm\_switch\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)

FUNCTION: controls\_palm\_switch\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)

FUNCTION: controls\_palm\_switch\_exit()

calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_elevation\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_elevation\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_elevation\_exit()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_traverse\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_traverse\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_traverse\_exit()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_laser\_fired\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_laser\_select\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_laser\_select\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_trigger\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_battlesight\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_add\_drop\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_add\_drop\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_add\_drop\_exit()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_light\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_light\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_light\_exit()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_firectl\_gundrive\_fsm()

calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_firectl\_gundrive\_check()  
calledBy:  
controls\_firectl\_gundrive\_fsm in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_firectl\_gundrive\_init()  
calledBy:  
controls\_firectl\_gundrive\_fsm in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_select\_fsm()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_select\_check()  
calledBy:  
controls\_gun\_select\_fsm in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gun\_select\_init()  
calledBy:  
controls\_gun\_select\_fsm in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_ammo\_select\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_ammo\_select\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_light\_on()  
calledBy:  
controls\_commander\_panel\_light\_check in m1\_ctl\_tpc.c, (null)  
controls\_commander\_panel\_light\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_fake\_light\_on()  
calledBy:  
controls\_commander\_panel\_light\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_light\_restore()  
calledBy:  
controls\_commander\_panel\_light\_check in m1\_ctl\_tpc.c, (null)  
controls\_commander\_panel\_light\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_fake\_light\_restore()  
calledBy:  
controls\_commander\_panel\_light\_exit in m1\_ctl\_tpc.c, (null)  
controls\_commander\_panel\_light\_restore in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_turret\_power\_off()  
calledBy:  
controls\_turret\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
FUNCTION: controls\_gun\_fired()  
calledBy:  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
FUNCTION: controls\_laser\_malfunction\_set()  
calledBy:  
firectl\_laser\_malfunction\_set in m1\_firectl.c, (null)  
FUNCTION: controls\_laser\_malfunction\_reset()  
calledBy:  
firectl\_laser\_malfunction\_reset in m1\_firectl.c, (null)  
FUNCTION: controls\_thermal\_mode\_exit()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_mode\_init()

calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_mode\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_polarity\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_polarity\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_polarity\_exit()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_magnitude\_check()  
calledBy:  
controls\_turret\_power\_routines in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_magnitude\_init()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_magnitude\_exit()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: controls\_thermal\_ready\_light\_on()  
calledBy:  
thermal\_cooldown\_timeout\_check in m1\_thermal.c, (null)  
FUNCTION: controls\_thermal\_ready\_light\_off()  
calledBy:  
thermal\_warmup\_timeout\_check in m1\_thermal.c, (null)  
FILE: m1\_cupola.c  
FUNCTION: convert\_disp\_to\_angle(disp, fov, psin, pcos, offset)  
calledBy:  
cupola\_simul in m1\_cupola.c, (null)  
FUNCTION: cupola\_cws\_new\_value(val)  
calledBy:  
controls\_commander\_weapon\_station\_check in m1\_ctl\_npc.c, (null)  
controls\_commander\_weapon\_station\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: cupola\_lpscope\_new\_value(val)  
calledBy:  
controls\_loader\_periscope\_check in m1\_ctl\_npc.c, (null)  
controls\_loader\_periscope\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: cupola\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FUNCTION: cupola\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FILE: m1\_dtrain.c  
FUNCTION: drivetrain\_load\_torque\_converter(rpm)  
calledBy:  
engine\_dynamics in m1\_engine.c, (null)  
FUNCTION: drivetrain\_lockup\_clutch()  
calledBy:  
engine\_dynamics in m1\_engine.c, (null)

FUNCTION: drivetrain\_torque\_converter\_speed()  
calledBy:  
engine\_dynamics in m1\_engine.c, (null)

FUNCTION: drivetrain\_neutral()  
calledBy:  
controls\_transmission\_check in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m1\_ctl\_mpc.c, (null)

FUNCTION: drivetrain\_low()  
calledBy:  
controls\_transmission\_check in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m1\_ctl\_mpc.c, (null)

FUNCTION: drivetrain\_drive()  
calledBy:  
controls\_transmission\_check in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m1\_ctl\_mpc.c, (null)

FUNCTION: drivetrain\_reverse()  
calledBy:  
controls\_transmission\_check in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m1\_ctl\_mpc.c, (null)

FUNCTION: drivetrain\_pivot()  
calledBy:  
controls\_transmission\_check in m1\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m1\_ctl\_mpc.c, (null)

FUNCTION: drivetrain\_set\_steering\_bar(val)  
calledBy:  
controls\_steer\_bar\_check in m1\_ctl\_mpc.c, (null)  
controls\_steer\_bar\_init in m1\_ctl\_mpc.c, (null)  
controls\_steer\_bar\_exit in m1\_ctl\_mpc.c, (null)

FUNCTION: drivetrain\_set\_service\_brake(val)  
calledBy:  
controls\_service\_brake\_check in m1\_ctl\_npc.c, (null)  
controls\_service\_brake\_init in m1\_ctl\_npc.c, (null)  
controls\_service\_brake\_exit in m1\_ctl\_npc.c, (null)

FUNCTION: drivetrain\_set\_parking\_brake()  
calledBy:  
controls\_parking\_brake\_check in m1\_ctl\_npc.c, (null)

FUNCTION: drivetrain\_release\_parking\_brake()  
calledBy:  
controls\_parking\_brake\_check in m1\_ctl\_npc.c, (null)

FUNCTION: drivetrain\_service\_brake\_failure()  
FUNCTION: drivetrain\_parking\_brake\_failure()  
FUNCTION: drivetrain\_repair\_service\_brake()  
FUNCTION: drivetrain\_repair\_parking\_brake()  
FUNCTION: drivetrain\_transmission\_select\_neutral()  
calledBy:  
engine\_start\_switch in m1\_engine.c, (null)

FUNCTION: load\_sprocket()  
calledBy:  
load\_drivetrain in m1\_dtrain.c, (null)

FUNCTION: compute\_fd\_brake\_torque()  
calledBy:  
load\_final\_drive in m1\_dtrain.c, (null)

FUNCTION: get\_braking\_factor()  
calledBy:

differential\_steer in m1\_dtrain.c, (null)  
FUNCTION: load\_final\_drive()  
calledBy:  
load\_drivetrain in m1\_dtrain.c, (null)  
FUNCTION: set\_gear\_ratio()  
calledBy:  
gearbox\_shift in m1\_dtrain.c, (null)  
FUNCTION: gearbox\_shift()  
calledBy:  
load\_gearbox in m1\_dtrain.c, (null)  
FUNCTION: load\_gearbox()  
calledBy:  
load\_drivetrain in m1\_dtrain.c, (null)  
FUNCTION: power\_gearbox()  
calledBy:  
power\_drivetrain in m1\_dtrain.c, (null)  
FUNCTION: current\_fd\_inertia()  
calledBy:  
power\_final\_drive in m1\_dtrain.c, (null)  
FUNCTION: power\_final\_drive()  
calledBy:  
power\_drivetrain in m1\_dtrain.c, (null)  
FUNCTION: differential\_steer()  
calledBy:  
power\_sprocket in m1\_dtrain.c, (null)  
FUNCTION: power\_sprocket()  
calledBy:  
power\_drivetrain in m1\_dtrain.c, (null)  
FUNCTION: power\_engine()  
calledBy:  
power\_drivetrain in m1\_dtrain.c, (null)  
FUNCTION: compute\_lumped\_inertias()  
calledBy:  
compute\_compile\_time\_constants in m1\_dtrain.c, (null)  
FUNCTION: compute\_compile\_time\_constants()  
calledBy:  
drivetrain\_init in m1\_dtrain.c, (null)  
FUNCTION: power\_torque\_converter()  
calledBy:  
power\_drivetrain in m1\_dtrain.c, (null)  
FUNCTION: load\_drivetrain()  
calledBy:  
drivetrain\_simul in m1\_dtrain.c, (null)  
FUNCTION: power\_drivetrain()  
calledBy:  
drivetrain\_simul in m1\_dtrain.c, (null)  
FUNCTION: send\_transmission\_oil\_status()  
calledBy:  
send\_dtrain\_outputs in m1\_dtrain.c, (null)  
FUNCTION: send\_trans\_maintenance\_status()  
calledBy:  
send\_dtrain\_outputs in m1\_dtrain.c, (null)  
FUNCTION: send\_dtrain\_outputs()  
calledBy:

drivetrain\_simul in m1\_dtrain.c, (null)  
FUNCTION: transmission\_oil\_system\_simul()  
calledBy:  
drivetrain\_simul in m1\_dtrain.c, (null)  
FUNCTION: drivetrain\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FUNCTION: drivetrain\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: drivetrain\_clog\_transmission\_oil\_filter()  
FUNCTION: drivetrain\_replace\_transmission\_oil\_filter()  
FUNCTION: drivetrain\_transmission\_oil\_leak()  
calledBy:  
drivetrain\_transmission\_failure in m1\_dtrain.c, (null)  
FUNCTION: drivetrain\_repair\_transmission\_oil\_leak()  
FUNCTION: drivetrain\_refill\_transmission\_oil()  
FUNCTION: drivetrain\_replace\_transmission()  
calledBy:  
engine\_replace\_powerpack in m1\_engine.c, (null)  
FUNCTION: drivetrain\_transmission\_failure()  
FILE: m1\_electsys.c  
FUNCTION: electsys\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FUNCTION: electsys\_dead()  
FUNCTION: electsys\_charge\_battery()  
calledBy:  
electsys\_simul in m1\_electsys.c, (null)  
FUNCTION: electsys\_power\_request()  
calledBy:  
controls\_no\_power\_next\_state in m1\_ctl\_fsm.c, (null)  
FUNCTION: electsys\_power\_off()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: electsys\_rpms\_to\_volts()  
calledBy:  
electsys\_simul in m1\_electsys.c, (null)  
FUNCTION: electsys\_discharge\_battery(delta)  
calledBy:  
electsys\_simul in m1\_electsys.c, (null)  
electsys\_aux\_pump\_request in m1\_electsys.c, (null)  
electsys\_laser\_start\_request in m1\_electsys.c, (null)  
FUNCTION: electsys\_engine\_start\_request()  
calledBy:  
engine\_start\_switch in m1\_engine.c, (null)  
FUNCTION: electsys\_aux\_pump\_request()  
calledBy:  
hydraulic\_aux\_pump\_fill in m1\_hydrsys.c, (null)  
FUNCTION: electsys\_laser\_start\_request()  
calledBy:  
laser\_perform\_lase in m1\_laser.c, (null)  
FUNCTION: electsys\_get\_battery\_voltage()  
calledBy:



fill\_vehicle\_spec\_status in m1\_network.c, (null)  
FUNCTION: electsys\_replace\_alternator()  
FUNCTION: electsys\_alternator\_failure()  
FUNCTION: electsys\_recharge\_battery()  
calledBy:  
electsys\_replace\_battery in m1\_elecsys.c, (null)  
FUNCTION: electsys\_replace\_battery()  
FUNCTION: electsys\_handle\_leaky\_battery()  
calledBy:  
electsys\_engine\_start\_request in m1\_elecsys.c, (null)  
electsys\_aux\_pump\_request in m1\_elecsys.c, (null)  
electsys\_laser\_start\_request in m1\_elecsys.c, (null)  
FUNCTION: electsys\_battery\_failure()  
FUNCTION: electsys\_vars\_status()  
FUNCTION: electsys\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FILE: m1\_engine.c  
FUNCTION: set\_power()  
calledBy:  
engine\_dynamics in m1\_engine.c, (null)  
FUNCTION: compute\_fuel\_consumption()  
calledBy:  
engine\_dynamics in m1\_engine.c, (null)  
FUNCTION: engine\_dynamics()  
calledBy:  
engine\_simul in m1\_engine.c, (null)  
FUNCTION: send\_engine\_sound()  
calledBy:  
send\_all\_outputs in m1\_engine.c, (null)  
FUNCTION: send\_engine\_controls\_status()  
calledBy:  
send\_all\_outputs in m1\_engine.c, (null)  
FUNCTION: send\_all\_outputs()  
calledBy:  
engine\_simul in m1\_engine.c, (null)  
FUNCTION: engine\_oil\_system\_simul()  
calledBy:  
engine\_simul in m1\_engine.c, (null)  
FUNCTION: engine\_simul()  
calledBy:  
power\_engine in m1\_dtrain.c, (null)  
FUNCTION: engine\_running()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
power\_torque\_converter in m1\_dtrain.c, (null)  
electsys\_simul in m1\_elecsys.c, (null)  
electsys\_laser\_start\_request in m1\_elecsys.c, (null)  
fuel\_simul in m1\_fuelsys.c, (null)  
hydraulic\_simul in m1\_hydrsys.c, (null)  
FUNCTION: engine\_spooling\_up()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: engine\_spooling\_down()

FUNCTION: engine\_get\_speed()  
calledBy:  
format\_vehicle\_appearance in appearance.c, (null)  
differential\_steer in m1\_dtrain.c, (null)  
power\_torque\_converter in m1\_dtrain.c, (null)  
transmission\_oil\_system\_simul in m1\_dtrain.c, (null)  
electsys\_rpms\_to\_volts in m1\_electsys.c, (null)  
hydraulic\_main\_pump\_fill in m1\_hydrsys.c, (null)  
FUNCTION: engine\_get\_torque()  
calledBy:  
power\_torque\_converter in m1\_dtrain.c, (null)  
FUNCTION: engine\_get\_power()  
FUNCTION: engine\_get\_max\_power()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)  
FUNCTION: engine\_tac\_idle\_switch\_on()  
calledBy:  
controls\_tactical\_idle\_check in m1\_ctl\_mpc.c, (null)  
controls\_tactical\_idle\_init in m1\_ctl\_mpc.c, (null)  
FUNCTION: engine\_tac\_idle\_switch\_off()  
calledBy:  
controls\_tactical\_idle\_check in m1\_ctl\_mpc.c, (null)  
controls\_tactical\_idle\_init in m1\_ctl\_mpc.c, (null)  
FUNCTION: engine\_set\_throttle(val)  
calledBy:  
controls\_throttle\_check in m1\_ctl\_mpc.c, (null)  
controls\_throttle\_init in m1\_ctl\_mpc.c, (null)  
controls\_throttle\_exit in m1\_ctl\_mpc.c, (null)  
FUNCTION: engine\_start\_switch()  
calledBy:  
controls\_engine\_start\_check in m1\_ctl\_mpc.c, (null)  
controls\_engine\_start\_init in m1\_ctl\_mpc.c, (null)  
FUNCTION: spool\_down\_engine()  
calledBy:  
compute\_fuel\_consumption in m1\_engine.c, (null)  
engine\_simul in m1\_engine.c, (null)  
engine\_shutoff\_switch in m1\_engine.c, (null)  
FUNCTION: engine\_shutoff\_switch()  
calledBy:  
controls\_engine\_shutoff\_check in m1\_ctl\_mpc.c, (null)  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
electsys\_simul in m1\_electsys.c, (null)  
FUNCTION: compute\_engine\_compile\_time\_constants()  
calledBy:  
engine\_init in m1\_engine.c, (null)  
FUNCTION: engine\_init()  
calledBy:  
drivetrain\_init in m1\_dtrain.c, (null)  
FUNCTION: engine\_major\_failure()  
FUNCTION: engine\_replace\_powerpack()  
FUNCTION: engine\_runaway\_condition()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: engine\_fix\_runaway\_condition()

calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: engine\_starter\_failure()  
FUNCTION: engine\_replace\_starter()  
FUNCTION: engine\_pilot\_relay\_failure()  
FUNCTION: engine\_replace\_pilot\_relay()  
FUNCTION: engine\_clog\_oil\_filter()  
FUNCTION: engine\_replace\_oil\_filter()  
FUNCTION: engine\_oil\_leak()  
FUNCTION: engine\_degrade\_engine\_power(value)  
FUNCTION: engine\_refill\_oil()  
FUNCTION: engine\_cooling\_system\_failure()  
FUNCTION: engine\_repair\_cooling\_system()  
FUNCTION: engine\_clog\_fuel\_filter()  
FUNCTION: engine\_replace\_fuel\_filter()  
FILE: m1\_failure.c  
FUNCTION: failure\_init()  
calledBy:  
veh\_spec\_startup in m1\_main.c, (null)  
FUNCTION: failure\_mob\_electrical\_fixed()  
FUNCTION: failure\_engine\_fixed()  
FUNCTION: failure\_transmission\_fixed()  
FUNCTION: failure\_fuel\_or\_brakes\_fixed()  
FUNCTION: failure\_fire\_control\_fixed()  
FUNCTION: failure\_gun\_turret\_fixed()  
FUNCTION: failure\_collision\_damages(direction, cause, event\_id)  
FUNCTION: failure\_check\_cat\_kill(hit\_msg, ammo\_type)  
calledBy:  
veh\_impact\_me in impact.c, (null)  
FUNCTION: failure\_check\_indir\_fire\_damages(ammo\_type, indir\_fire\_msg,  
r\_squared, detonation\_num)  
calledBy:  
process\_indirect\_fire in indir\_fire.c, (null)  
FILE: m1\_firectl.c  
FUNCTION: firectl\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: firectl\_malfunction()  
calledBy:  
cig\_prepare\_buffer in m1\_cig.c, (null)  
FUNCTION: firectl\_laser\_malfunction\_set()  
calledBy:  
laser\_lrf\_failure in m1\_laser.c, (null)  
laser\_power\_up\_first\_return in m1\_laser.c, (null)  
laser\_power\_up\_last\_return in m1\_laser.c, (null)  
FUNCTION: firectl\_laser\_malfunction\_reset()  
calledBy:  
laser\_init in m1\_laser.c, (null)  
laser\_select\_safe in m1\_laser.c, (null)  
FUNCTION: firectl\_ready\_to\_fire()  
calledBy:  
cig\_prepare\_buffer in m1\_cig.c, (null)  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
FUNCTION: firectl\_gun\_select\_main()

calledBy:  
controls\_gun\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_gun\_select\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_gun\_select\_safe()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
controls\_gun\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_gun\_select\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_gun\_select\_coax()  
calledBy:  
controls\_gun\_select\_check in m1\_ctl\_tpc.c, (null)  
controls\_gun\_select\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_gun\_select\_status()  
calledBy:  
ammo\_simul in m1\_ammo.c, (null)  
FUNCTION: firectl\_fire\_control\_normal()  
calledBy:  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_fire\_control\_emergency()  
calledBy:  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_fire\_control\_manual()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_fire\_control\_status()  
FUNCTION: firectl\_gun\_drive\_manual()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_gun\_drive\_powered()  
calledBy:  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_gun\_drive\_uncpl()  
calledBy:  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_gun\_drive\_status()  
FILE: m1\_fuelsys.c  
FUNCTION: fuel\_init\_tanks(rear, l\_front, r\_front)  
calledBy:  
keyboard\_simul in m1\_keybrd.c, (null)  
network\_process\_activation\_parameters in m1\_network.c, (null)  
FUNCTION: fuel\_init()  
calledBy:  
network\_use\_activation in use\_activ.c, (null)  
FUNCTION: fuel\_simul()

calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FUNCTION: fuel\_meter\_value()  
calledBy:  
fuel\_simul in m1\_fuelsys.c, (null)  
FUNCTION: fuel\_warning\_levels()  
calledBy:  
fuel\_simul in m1\_fuelsys.c, (null)  
FUNCTION: fuel\_check\_xfer\_timer()  
calledBy:  
fuel\_simul in m1\_fuelsys.c, (null)  
FUNCTION: fuel\_rear\_tank\_not\_empty()  
calledBy:  
fuel\_simul in m1\_fuelsys.c, (null)  
fuel\_set\_flow in m1\_fuelsys.c, (null)  
FUNCTION: fuel\_set\_flow(value)  
calledBy:  
compute\_fuel\_consumption in m1\_engine.c, (null)  
FUNCTION: fuel\_select\_front\_left\_tank()  
calledBy:  
controls\_tank\_select\_check in m1\_ctl\_mpc.c, (null)  
controls\_tank\_select\_init in m1\_ctl\_mpc.c, (null)  
fuel\_repair\_transfer\_pump in m1\_fuelsys.c, (null)  
FUNCTION: fuel\_select\_front\_right\_tank()  
calledBy:  
controls\_tank\_select\_check in m1\_ctl\_mpc.c, (null)  
controls\_tank\_select\_init in m1\_ctl\_mpc.c, (null)  
fuel\_repair\_transfer\_pump in m1\_fuelsys.c, (null)  
FUNCTION: fuel\_select\_rear\_tank()  
calledBy:  
controls\_tank\_select\_check in m1\_ctl\_mpc.c, (null)  
controls\_tank\_select\_init in m1\_ctl\_mpc.c, (null)  
FUNCTION: fuel\_xfer\_fuel()  
calledBy:  
fuel\_simul in m1\_fuelsys.c, (null)  
FUNCTION: fuel\_master\_power\_on()  
calledBy:  
controls\_master\_power\_on in m1\_ctl\_mpc.c, (null)  
FUNCTION: fuel\_master\_power\_off()  
calledBy:  
controls\_master\_power\_off in m1\_ctl\_mpc.c, (null)  
FUNCTION: fuel\_level\_rear()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)  
FUNCTION: fuel\_level\_left()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)  
FUNCTION: fuel\_level\_right()  
calledBy:  
fill\_vehicle\_spec\_status in m1\_network.c, (null)  
FUNCTION: fuel\_repair\_transfer\_pump()  
FUNCTION: fuel\_transfer\_pump\_failure()  
FUNCTION: fuel\_supply\_full(delta)  
calledBy:

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    fuel_receive_quiet_state in m1_resupp.c, (null)
    fuel_receive_request_state in m1_resupp.c, (null)
    fuel_receive_loading_state in m1_resupp.c, (null)
FUNCTION: fuel_decide_resupply_quantity()
    calledBy:
        send_feed_me_packets_fuel_carriers in resupp.c, (null)
        send_feed_me_packets_fuel_carriers in m1_resupp.c, (null)
FUNCTION: fuel_start_external_resupply(fuel_offered)
    calledBy:
        resupply_offer_packet in resupp.c, (null)
        resupply_offer_packet in m1_resupp.c, (null)
FUNCTION: fuel_stop_resupply()
    calledBy:
        fuel_resupply_receive_timeout_check in fuelsys.c, (null)
        fuel_resupply_tank in fuelsys.c, (null)
        fuel_receive_loading_state in resupp.c, (null)
        fuel_simul in m1_fuelsys.c, (null)
        fuel_receive_loading_state in m1_resupp.c, (null)
FUNCTION: fuel_resupply_tank()
    calledBy:
        fuel_receive_loading_state in resupp.c, (null)
        fuel_simul in m1_fuelsys.c, (null)
FILE: m1_handles.c
FUNCTION: handles_simul()
    calledBy:
        web_spec_simulate in m1_main.c, (null)
FUNCTION: handles_gunner_control_fixed()
FUNCTION: handles_gunner_control_broken()
FUNCTION: handles_commander_control_fixed()
FUNCTION: handles_commander_control_broken()
FUNCTION: handles_gunner_palm_on()
    calledBy:
        controls_palm_switch_check in m1_ctl_tpc.c, (null)
        controls_palm_switch_init in m1_ctl_tpc.c, (null)
FUNCTION: handles_gunner_palm_off()
    calledBy:
        controls_palm_switch_check in m1_ctl_tpc.c, (null)
        controls_palm_switch_init in m1_ctl_tpc.c, (null)
        controls_palm_switch_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_commander_palm_on()
    calledBy:
        controls_palm_switch_check in m1_ctl_tpc.c, (null)
        controls_palm_switch_init in m1_ctl_tpc.c, (null)
FUNCTION: handles_commander_palm_off()
    calledBy:
        controls_palm_switch_check in m1_ctl_tpc.c, (null)
        controls_palm_switch_init in m1_ctl_tpc.c, (null)
        controls_palm_switch_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_set_gunner_elevation(elevation_rate)
    calledBy:
        controls_gun_elevation_check in m1_ctl_tpc.c, (null)
        controls_gun_elevation_init in m1_ctl_tpc.c, (null)
        controls_gun_elevation_exit in m1_ctl_tpc.c, (null)
FUNCTION: handles_set_commander_elevation(elevation_rate)

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calledBy:  
controls\_gun\_elevation\_check in m1\_ctl\_tpc.c, (null)  
controls\_gun\_elevation\_init in m1\_ctl\_tpc.c, (null)  
controls\_gun\_elevation\_exit in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_set\_gunner\_traverse(traverse\_rate)  
calledBy:  
controls\_gun\_traverse\_check in m1\_ctl\_tpc.c, (null)  
controls\_gun\_traverse\_init in m1\_ctl\_tpc.c, (null)  
controls\_gun\_traverse\_exit in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_set\_commander\_traverse(traverse\_rate)  
calledBy:  
controls\_gun\_traverse\_check in m1\_ctl\_tpc.c, (null)  
controls\_gun\_traverse\_init in m1\_ctl\_tpc.c, (null)  
controls\_gun\_traverse\_exit in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_gunner\_laser\_button\_released()  
calledBy:  
controls\_laser\_fired\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_gunner\_laser\_button\_depressed()  
calledBy:  
controls\_laser\_fired\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_commander\_laser\_button\_released()  
calledBy:  
controls\_laser\_fired\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_commander\_laser\_button\_depressed()  
calledBy:  
controls\_laser\_fired\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_gunner\_trigger\_depressed()  
calledBy:  
controls\_trigger\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_commander\_trigger\_depressed()  
calledBy:  
controls\_trigger\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: handles\_gunner\_trigger\_released()  
FUNCTION: handles\_commander\_trigger\_released()  
FUNCTION: handles\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FILE: m1\_hydrsys.c  
FUNCTION: hydraulic\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FUNCTION: hydraulic\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: hydraulic\_check\_acc()  
calledBy:  
hydraulic\_deplete\_reservoir in m1\_hydrsys.c, (null)  
hydraulic\_main\_pump\_fill in m1\_hydrsys.c, (null)  
hydraulic\_aux\_pump\_fill in m1\_hydrsys.c, (null)  
FUNCTION: hydraulic\_deplete\_reservoir(delta)  
calledBy:  
hydraulic\_ammo\_door\_open\_request in m1\_hydrsys.c, (null)  
hydraulic\_ammo\_door\_closed in m1\_hydrsys.c, (null)  
hydraulic\_parking\_brake\_on\_request in m1\_hydrsys.c, (null)

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        hydraulic_slew_turret_request in m1_hydrsys.c, (null)
        hydraulic_elevate_gun_request in m1_hydrsys.c, (null)
    FUNCTION: hydraulic_main_pump_fill()
        calledBy:
            hydraulic_simul in m1_hydrsys.c, (null)
    FUNCTION: hydraulic_aux_pump_fill()
        calledBy:
            hydraulic_simul in m1_hydrsys.c, (null)
    FUNCTION: hydraulic_ammo_door_open_request()
        calledBy:
            ammo_knee_switch_on in m1_ammo.c, (null)
    FUNCTION: hydraulic_ammo_door_closed()
        calledBy:
            ammo_blast_door_check in m1_ammo.c, (null)
    FUNCTION: hydraulic_parking_brake_on_request()
        calledBy:
            controls_parking_brake_check in m1_ctl_npc.c, (null)
    FUNCTION: hydraulic_slew_turret_request(fraction_to_move)
        calledBy:
            turret_calc_turret_slew in m1_turret.c, (null)
    FUNCTION: hydraulic_elevate_gun_request(fraction_to_move)
        calledBy:
            turret_calc_gun_elev in m1_turret.c, (null)
    FUNCTION: hydraulic_fraction_flow_rate(fraction_to_move)
        calledBy:
            hydraulic_slew_turret_request in m1_hydrsys.c, (null)
            hydraulic_elevate_gun_request in m1_hydrsys.c, (null)
    FUNCTION: hydraulic_delta_pressure_calc(flow_rate)
        calledBy:
            hydraulic_slew_turret_request in m1_hydrsys.c, (null)
            hydraulic_elevate_gun_request in m1_hydrsys.c, (null)
    FUNCTION: hydraulic_master_power_on()
        calledBy:
            controls_master_power_on in m1_ctl_mpc.c, (null)
    FUNCTION: hydraulic_master_power_off()
        calledBy:
            controls_master_power_off in m1_ctl_mpc.c, (null)
    FUNCTION: hydraulic_repair_main_pump()
    FUNCTION: hydraulic_repair_aux_pump()
    FUNCTION: hydraulic_main_pump_failure()
    FUNCTION: hydraulic_aux_pump_failure()
    FUNCTION: hydraulic_charge_reborn()
        calledBy:
            electsys_recharge_battery in m1_elecsys.c, (null)
    FUNCTION: hydrsys_vars_status()
FILE: m1_idc.c
    FUNCTION: idc_get_num_idcs()
        calledBy:
            idc_choose_fifo in choose_fifo.c, (null)
            idc_open_port in i_opn_port.c, IFDEF_GT_
            idc_simul in i_simul.c, IFNDEF_SIMBFLY
            idc_fifo_init in init.c, (null)
            idc_fifo_uninit in init.c, (null)
            idc_reset_output in init.c, (null)

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FUNCTION: idc\_array\_init()  
    calledBy:  
        idc\_init in init.c, (null)  
FUNCTION: idc\_invert\_outputs()  
FUNCTION: idc\_veh\_spec\_init()  
    calledBy:  
        idc\_init in init.c, (null)  
FILE: m1\_key\_ctl.c  
    FUNCTION: enter\_gracefully()  
        calledBy:  
            main in niu\_main.c, (null)  
            main in calibrate.c, (null)  
            main in ncalib.c, (null)  
            main in panel\_test.c, (null)  
            main in m1\_key\_ctl.c, (null)  
            main in m1\_main.c, (null)  
    FUNCTION: main(argc, argv)  
    FUNCTION: process\_switches(argc, argv)  
        calledBy:  
            main in m1\_key\_ctl.c, (null)  
    FUNCTION: get\_command()  
        calledBy:  
            main in m1\_key\_ctl.c, (null)  
    FUNCTION: save\_command(c)  
        calledBy:  
            main in m1\_key\_ctl.c, (null)  
    FUNCTION: port\_setup()  
        calledBy:  
            main in m1\_key\_ctl.c, (null)  
    FUNCTION: port\_restore()  
        calledBy:  
            terminate in m1\_key\_ctl.c, (null)  
    FUNCTION: init()  
        calledBy:  
            main in m1\_key\_ctl.c, (null)  
    FUNCTION: command(c)  
        calledBy:  
            main in m1\_key\_ctl.c, (null)  
    FUNCTION: bcs\_add()  
        calledBy:  
            command in m1\_key\_ctl.c, (null)  
    FUNCTION: bcs\_battlesight()  
        calledBy:  
            command in m1\_key\_ctl.c, (null)  
    FUNCTION: bcs\_drop()  
        calledBy:  
            command in m1\_key\_ctl.c, (null)  
    FUNCTION: brake\_action()  
        calledBy:  
            command in m1\_key\_ctl.c, (null)  
    FUNCTION: fire\_gun()  
        calledBy:  
            command in m1\_key\_ctl.c, (null)  
    FUNCTION: fire\_laser()

calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: load\_heat()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: load\_apds()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: mag\_change()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: master\_power\_off()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: palm\_on()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: palm\_off()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: start\_engine()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: terminate()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: transmission\_forward()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: transmission\_neutral()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: transmission\_reverse()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: turret\_power\_on()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: help()  
calledBy:  
command in m1\_key\_ctl.c, (null)  
FUNCTION: pots\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
main in m1\_key\_ctl.c, (null)  
FUNCTION: brake\_release()  
calledBy:  
brake\_action in m1\_key\_ctl.c, (null)  
FUNCTION: brake\_set()  
calledBy:  
init in m1\_key\_ctl.c, (null)  
brake\_action in m1\_key\_ctl.c, (null)  
FUNCTION: steer\_center()  
calledBy:

```
    init in m1_key_ctl.c, (null)
    command in m1_key_ctl.c, (null)
FUNCTION: steer_left()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: steer_right()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: turret_center()
    calledBy:
        init in m1_key_ctl.c, (null)
        command in m1_key_ctl.c, (null)
FUNCTION: turret_left()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: turret_right()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: gun_center()
    calledBy:
        init in m1_key_ctl.c, (null)
        command in m1_key_ctl.c, (null)
FUNCTION: gun_depress()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: gun_elevate()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: throttle_open()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: throttle_close()
    calledBy:
        command in m1_key_ctl.c, (null)
FUNCTION: throttle_off()
    calledBy:
        init in m1_key_ctl.c, (null)
FILE: m1_keybrd.c
FUNCTION: keyboard_really_use()
    calledBy:
        main in niu_main.c, (null)
        main in m1_main.c, (null)
FUNCTION: keyboard_init()
    calledBy:
        veh_spec_startup in niu_main.c, (null)
        veh_spec_startup in m1_main.c, (null)
FUNCTION: keyboard_simul()
    calledBy:
        veh_spec_idle in niu_main.c, (null)
        veh_spec_simulate in niu_main.c, (null)
        veh_spec_idle in m1_main.c, (null)
        veh_spec_simulate in m1_main.c, IF defined ( SIMBFLY )
        veh_spec_simulate in m1_main.c, IF not defined ( SIMBFLY )
FUNCTION: keyboard_setup_terminal()
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calledBy:
    keyboard_init in m1_keybrd.c, (null)
FUNCTION: keyboard_reset_terminal()
calledBy:
    keyboard_exit_gracefully in m1_keybrd.c, (null)
FUNCTION: keyboard_exit_gracefully()
calledBy:
    veh_spec_exit in niu_main.c, (null)
    veh_spec_exit in m1_main.c, (null)
FILE: m1_laser.c
FUNCTION: laser_init()
calledBy:
    laser_repair_lrf in m1_laser.c, (null)
    laser_power_up_safe in m1_laser.c, (null)
    laser_power_up_first_return in m1_laser.c, (null)
    laser_power_up_last_return in m1_laser.c, (null)
    veh_spec_init in m1_main.c, (null)
FUNCTION: laser_show_status(s)
calledBy:
    laser_repair_lrf in m1_laser.c, (null)
    laser_power_off in m1_laser.c, (null)
    laser_select_safe in m1_laser.c, (null)
    laser_select_first_return in m1_laser.c, (null)
    laser_select_last_return in m1_laser.c, (null)
    laser_power_up_safe in m1_laser.c, (null)
    laser_power_up_first_return in m1_laser.c, (null)
    laser_power_up_last_return in m1_laser.c, (null)
    laser_perform_lase in m1_laser.c, (null)
    laser_perform_lase in m1_laser.c, IF 0
    laser_perform_lase in m1_laser.c, (null)
    laser_lase in m1_laser.c, (null)
FUNCTION: laser_lrf_failure()
FUNCTION: laser_repair_lrf()
FUNCTION: laser_power_off()
calledBy:
    controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: laser_select_safe()
calledBy:
    controls_laser_select_check in m1_ctl_tpc.c, (null)
FUNCTION: laser_select_first_return()
calledBy:
    controls_laser_select_check in m1_ctl_tpc.c, (null)
FUNCTION: laser_select_last_return()
calledBy:
    controls_laser_select_check in m1_ctl_tpc.c, (null)
FUNCTION: laser_power_up_safe()
calledBy:
    controls_laser_select_init in m1_ctl_tpc.c, (null)
FUNCTION: laser_power_up_first_return()
calledBy:
    controls_laser_select_init in m1_ctl_tpc.c, (null)
FUNCTION: laser_power_up_last_return()
calledBy:
    controls_laser_select_init in m1_ctl_tpc.c, (null)

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FUNCTION: time\_n\_lases\_ago(n)  
    calledBy:  
        laser\_perform\_lase in m1\_laser.c, (null)  
        laser\_perform\_lase in m1\_laser.c, IF 0  
FUNCTION: record\_this\_lase()  
    calledBy:  
        laser\_perform\_lase in m1\_laser.c, (null)  
FUNCTION: laser\_perform\_lase()  
    calledBy:  
        laser\_lase in m1\_laser.c, (null)  
FUNCTION: laser\_lase()  
    calledBy:  
        handles\_simul in m1\_handles.c, (null)  
FUNCTION: laser\_multiple\_returns()  
    calledBy:  
        cig\_prepare\_buffer in m1\_cig.c, (null)  
FUNCTION: laser\_ready\_to\_fire()  
FUNCTION: laser\_last\_return()  
FUNCTION: laser\_range()  
    calledBy:  
        weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
FUNCTION: laser\_fire\_control\_malfunction()  
FILE: m1\_main.c  
FUNCTION: print\_help(progname)  
    calledBy:  
        main in niu\_main.c, (null)  
        main in m1\_main.c, (null)  
FUNCTION: print\_veh\_logo()  
    calledBy:  
        enter\_gracefully in stt\_machine.c, (null)  
        enter\_gracefully in main.c, (null)  
FUNCTION: veh\_spec\_startup()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_idle()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_init()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_simulate()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_stop()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_exit()  
    calledBy:  
        simulation\_state\_machine in stt\_machine.c, (null)

keyboard\_simul in niu\_keybrd.c, IFDEF\_GT\_  
simulation\_state\_machine in main.c, (null)  
FUNCTION: main(argc, argv)  
FUNCTION: reconstitute\_vehicle()  
    calledBy:  
        process\_a\_packet in proc\_a\_pkt.c, (null)  
        keyboard\_simul in m1\_keybrd.c, (null)  
FILE: m1\_mem.c  
    FUNCTION: mem\_assign\_other\_ptrs()  
        calledBy:  
            mem\_assign\_shared\_memory in assign\_sm.c, (null)  
FILE: m1\_meter.c  
    FUNCTION: meter\_init()  
        calledBy:  
            veh\_spec\_init in m1\_main.c, (null)  
    FUNCTION: meter\_speed\_set(val)  
        calledBy:  
            send\_tracks\_outputs in m1\_tracks.c, (null)  
    FUNCTION: meter\_tach\_set(val)  
        calledBy:  
            send\_all\_outputs in m1\_engine.c, (null)  
    FUNCTION: meter\_fuel\_set(val)  
        calledBy:  
            fuel\_meter\_value in m1\_fuelsys.c, (null)  
    FUNCTION: meter\_volt\_set(val)  
        calledBy:  
            electsys\_simul in m1\_electsys.c, (null)  
            electsys\_init in m1\_electsys.c, (null)  
    FUNCTION: meter\_select\_front\_left\_tank()  
        calledBy:  
            controls\_tank\_select\_check in m1\_ctl\_mpc.c, (null)  
            controls\_tank\_select\_init in m1\_ctl\_mpc.c, (null)  
    FUNCTION: meter\_select\_front\_right\_tank()  
        calledBy:  
            controls\_tank\_select\_check in m1\_ctl\_mpc.c, (null)  
            controls\_tank\_select\_init in m1\_ctl\_mpc.c, (null)  
    FUNCTION: meter\_select\_rear\_tank()  
        calledBy:  
            controls\_tank\_select\_check in m1\_ctl\_mpc.c, (null)  
            controls\_tank\_select\_init in m1\_ctl\_mpc.c, (null)  
FILE: m1\_network.c  
    FUNCTION: send\_equipment\_status()  
        calledBy:  
            network\_xmit in nwk\_xmit.c, (null)  
            network\_xmit\_idle in nwk\_xmit.c, (null)  
            network\_xmit in net\_xmit.c, (null)  
            network\_xmit\_idle in net\_xmit.c, (null)  
    FUNCTION: fill\_vehicle\_spec\_status(pkt)  
        calledBy:  
            build\_vehicle\_status in veh\_status.c, (null)  
    FUNCTION: fill\_vehicle\_spec\_appearance(pkt)  
        calledBy:  
            format\_vehicle\_appearance in appearance.c, (null)  
            format\_stealth\_appearance in appearance.c, (null)

FUNCTION: network\_process\_activation\_parameters(p)  
calledBy:  
    network\_process\_activate\_request in nwk\_activ.c, (null)  
    network\_use\_activation in ause\_activ.c, (null)  
    network\_use\_activation in use\_activ.c, (null)  
FUNCTION: app\_init()  
calledBy:  
    veh\_spec\_init in niu\_main.c, (null)  
    veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: veh\_spec\_activate\_time()  
calledBy:  
    network\_send\_activate\_response in nwk\_act\_ack.c, (null)  
    send\_activate\_response in act\_rsp.c, (null)  
FILE: m1\_p\_buf.c  
FUNCTION: veh\_spec\_proc\_buf(mbp\_dot, hp, buffer\_num)  
calledBy:  
    process\_buffer in proc\_buf.c, (null)  
FILE: m1\_pots.c  
FUNCTION: pots\_init()  
calledBy:  
    simulation\_state\_machine in main.c, (null)  
    main in m1\_key\_ctl.c, (null)  
FUNCTION: pots\_comm\_trav\_real(pot)  
calledBy:  
    controls\_gun\_traverse\_check in m1\_ctl\_tpc.c, (null)  
    controls\_gun\_traverse\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: pots\_comm\_elev\_real(pot)  
calledBy:  
    controls\_gun\_elevation\_check in m1\_ctl\_tpc.c, (null)  
    controls\_gun\_elevation\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: pots\_gunn\_trav\_real(pot)  
calledBy:  
    controls\_gun\_traverse\_check in m1\_ctl\_tpc.c, (null)  
    controls\_gun\_traverse\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: pots\_gunn\_elev\_real(pot)  
calledBy:  
    controls\_gun\_elevation\_check in m1\_ctl\_tpc.c, (null)  
    controls\_gun\_elevation\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: pots\_steer\_bar\_real(pot)  
calledBy:  
    controls\_steer\_bar\_check in m1\_ctl\_mpc.c, (null)  
    controls\_steer\_bar\_init in m1\_ctl\_mpc.c, (null)  
FUNCTION: pots\_throttle\_real(pot)  
calledBy:  
    controls\_throttle\_check in m1\_ctl\_mpc.c, (null)  
    controls\_throttle\_init in m1\_ctl\_mpc.c, (null)  
FUNCTION: pots\_service\_brake\_real(pot)  
calledBy:  
    controls\_service\_brake\_check in m1\_ctl\_npc.c, (null)  
    controls\_service\_brake\_init in m1\_ctl\_npc.c, (null)  
FUNCTION: pots\_comm\_weap\_real(pot)  
calledBy:  
    controls\_commander\_weapon\_station\_check in m1\_ctl\_npc.c, (null)  
    controls\_commander\_weapon\_station\_init in m1\_ctl\_npc.c, (null)

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FUNCTION: pots\_load\_peri\_real(pot)  
calledBy:  
controls\_loader\_periscope\_check in m1\_ctl\_npc.c, (null)  
controls\_loader\_periscope\_init in m1\_ctl\_npc.c, (null)

FILE: m1\_repair.c

FUNCTION: repair\_request(event, agent, code, originator, tid)  
calledBy:  
process\_repair in repair.c, (null)

FUNCTION: repair\_simul()  
calledBy:  
simulation\_state\_machine in main.c, (null)

FUNCTION: repair\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)

FUNCTION: clear\_repair\_vehicles()  
calledBy:  
repair\_simul in m1\_repair.c, (null)  
repair\_init in m1\_repair.c, (null)

FUNCTION: repair\_rear\_repair(v)  
calledBy:  
service\_check\_vehicle\_type in resupp.c, IFDEF notdef  
service\_check\_vehicle\_type in m1\_resupp.c, (null)

FUNCTION: send\_feed\_me\_packets\_repair\_vehicles()  
calledBy:  
repair\_quiet\_state in m1\_repair.c, (null)  
repair\_request\_state in m1\_repair.c, (null)

FUNCTION: repair\_quiet\_state()  
calledBy:  
repair\_simul in m1\_repair.c, (null)

FUNCTION: repair\_request\_state()  
calledBy:  
repair\_simul in m1\_repair.c, (null)

FUNCTION: print\_repair\_status(s)

FILE: m1\_resupp.c

FUNCTION: clear\_ammno\_carriers()  
calledBy:  
resupply\_init in resupp.c, (null)  
resupply\_simul in resupp.c, IFDEF notdef  
resupply\_init in m1\_resupp.c, (null)  
resupply\_simul in m1\_resupp.c, (null)

FUNCTION: clear\_fuel\_carriers()  
calledBy:  
resupply\_init in resupp.c, (null)  
resupply\_simul in resupp.c, IFDEF notdef  
resupply\_init in m1\_resupp.c, (null)  
resupply\_simul in m1\_resupp.c, (null)

FUNCTION: clear\_ammno\_receivers()  
calledBy:  
resupply\_init in m1\_resupp.c, (null)  
resupply\_simul in m1\_resupp.c, (null)

FUNCTION: print\_resupply\_status(s)  
calledBy:  
resupply\_simul in resupp.c, (null)

FUNCTION: send\_feed\_me\_packets\_ammno\_carriers()



calledBy:  
    ammo\_receive\_quiet\_state in resupp.c, (null)  
    ammo\_receive\_request\_state in resupp.c, (null)  
    ammo\_receive\_quiet\_state in m1\_resupp.c, (null)  
    ammo\_receive\_request\_state in m1\_resupp.c, (null)  
FUNCTION: send\_feed\_me\_packets\_fuel\_carriers()  
    calledBy:  
        fuel\_receive\_quiet\_state in resupp.c, (null)  
        fuel\_receive\_request\_state in resupp.c, (null)  
        fuel\_receive\_quiet\_state in m1\_resupp.c, (null)  
        fuel\_receive\_request\_state in m1\_resupp.c, (null)  
FUNCTION: resupply\_near\_ammo\_carrier(v)  
    calledBy:  
        service\_check\_vehicle\_type in resupp.c, IFDEF notdef  
        service\_check\_vehicle\_type in m1\_resupp.c, (null)  
FUNCTION: resupply\_near\_fuel\_carrier(v)  
    calledBy:  
        service\_check\_vehicle\_type in resupp.c, IFDEF notdef  
        service\_check\_vehicle\_type in m1\_resupp.c, (null)  
FUNCTION: resupply\_near\_ammo\_receiver(v)  
    calledBy:  
        service\_check\_vehicle\_type in resupp.c, IFDEF notdef  
        service\_check\_vehicle\_type in m1\_resupp.c, (null)  
FUNCTION: resupply\_ammo\_received(ammo\_type)  
    calledBy:  
        ammo\_resupply\_receive\_timeout\_check in m1\_ammo.c, (null)  
FUNCTION: resupply\_fuel\_received(gallons)  
    calledBy:  
        fuel\_stop\_resupply in m1\_fuelsys.c, (null)  
FUNCTION: resupply\_offer\_packet(carrier\_id, num\_munitions, munitions)  
    calledBy:  
        process\_resupply\_offer in resupp\_offer.c, (null)  
FUNCTION: resupply\_thank\_you\_packet(receiver\_id, num\_munitions, munitions)  
    calledBy:  
        process\_resupply\_received in resupp\_recvd.c, (null)  
FUNCTION: resupply\_feed\_me\_packet(receiver\_id, num\_munitions,  
    feed\_me\_munitions)  
    calledBy:  
        process\_service\_request in service\_req.c, (null)  
FUNCTION: resupply\_gating\_conditions()  
    calledBy:  
        repair\_quiet\_state in m1\_repair.c, (null)  
        repair\_request\_state in m1\_repair.c, (null)  
        ammo\_receive\_quiet\_state in m1\_resupp.c, (null)  
        fuel\_receive\_quiet\_state in m1\_resupp.c, (null)  
        ammo\_send\_quiet\_state in m1\_resupp.c, (null)  
        ammo\_receive\_request\_state in m1\_resupp.c, (null)  
        fuel\_receive\_request\_state in m1\_resupp.c, (null)  
        ammo\_send\_waiting\_state in m1\_resupp.c, (null)  
        ammo\_receive\_loading\_state in m1\_resupp.c, (null)  
        fuel\_receive\_loading\_state in m1\_resupp.c, (null)  
        resupply\_simul in m1\_resupp.c, (null)  
FUNCTION: ammo\_receive\_quiet\_state()  
    calledBy:

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        ammo_resupply_receive_simul in resupp.c, (null)
        ammo_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: fuel_receive_quiet_state()
    calledBy:
        fuel_resupply_receive_simul in resupp.c, (null)
        fuel_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: ammo_send_quiet_state()
    calledBy:
        ammo_resupply_send_simul in resupp.c, (null)
        ammo_resupply_send_simul in m1_resupp.c, (null)
FUNCTION: ammo_receive_request_state()
    calledBy:
        ammo_resupply_receive_simul in resupp.c, (null)
        ammo_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: fuel_receive_request_state()
    calledBy:
        fuel_resupply_receive_simul in resupp.c, (null)
        fuel_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: ammo_send_waiting_state()
    calledBy:
        ammo_resupply_send_simul in resupp.c, (null)
        ammo_resupply_send_simul in m1_resupp.c, (null)
FUNCTION: ammo_receive_loading_state()
    calledBy:
        ammo_resupply_receive_simul in resupp.c, (null)
        ammo_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: fuel_receive_loading_state()
    calledBy:
        fuel_resupply_receive_simul in resupp.c, (null)
        fuel_resupply_receive_simul in m1_resupp.c, (null)
FUNCTION: ammo_send_servicing_state()
    calledBy:
        ammo_resupply_send_simul in resupp.c, (null)
        ammo_resupply_send_simul in m1_resupp.c, (null)
FUNCTION: ammo_resupply_receive_simul()
    calledBy:
        resupply_simul in resupp.c, (null)
        resupply_simul in m1_resupp.c, (null)
FUNCTION: fuel_resupply_receive_simul()
    calledBy:
        resupply_simul in resupp.c, (null)
        resupply_simul in m1_resupp.c, (null)
FUNCTION: ammo_resupply_send_simul()
    calledBy:
        resupply_simul in resupp.c, (null)
        resupply_simul in m1_resupp.c, (null)
FUNCTION: resupply_init()
    calledBy:
        veh_spec_init in m1_main.c, (null)
FUNCTION: resupply_simul()
    calledBy:
        veh_spec_simulate in m1_main.c, (null)
FUNCTION: service_check_vehicle_type(pkt)
    calledBy:

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    resupply_simul in m1_resupp.c, (null)
FUNCTION: resupply_stop_ammo_resupply()
    calledBy:
        ammo_receive_loading_state in resupp.c, (null)
        ammo_stop_resupply in m1_ammo.c, (null)
FUNCTION: resupply_stop_fuel_resupply()
FUNCTION: resupply_offer_canceled(carrier_id)
    calledBy:
        process_resupply_cancel in resupp_canc.c, (null)
FUNCTION: resupply_request_canceled(receiver_id)
    calledBy:
        process_resupply_cancel in resupp_canc.c, (null)
FUNCTION: vehicle_is_close(list, vehicle, size_of_list)
    calledBy:
        ammo_receive_loading_state in m1_resupp.c, (null)
        fuel_receive_loading_state in m1_resupp.c, (null)
FILE: m1_sound.c
FUNCTION: sound_denial_check()
    calledBy:
        sound_make_veh_spec_sound in m1_sound.c, (null)
FUNCTION: sound_make_veh_spec_sound(sound_str, str_len)
    calledBy:
        sound_make_const_sound in libsound.c, (null)
        sound_make_vst_sound in libsound.c, (null)
        sound_make_ag_sound in libsound.c, (null)
        sound_make_cont_sound in libsound.c, (null)
        sound_stop_cont_sound in libsound.c, (null)
FUNCTION: sound_force_veh_spec_sound(sound_str, str_len)
    calledBy:
        sound_force_const_sound in libsound.c, (null)
FUNCTION: sound_init()
    calledBy:
        simulation_state_machine in main.c, (null)
        veh_spec_init in m1_main.c, (null)
        veh_spec_stop in m1_main.c, (null)
FUNCTION: sound_dont_use()
    calledBy:
        main in m1_main.c, (null)
FUNCTION: sound_simul()
    calledBy:
        veh_spec_simulate in m1_main.c, (null)
FUNCTION: sound_reset()
    calledBy:
        simulation_state_machine in main.c, (null)
        keyboard_simul in m1_keybrd.c, (null)
        sound_init in m1_sound.c, (null)
        sound_we_just_died in m1_sound.c, (null)
FUNCTION: sound_we_just_died()
    calledBy:
        fail_vehicle_is_destroyed in f_cat_kill.c, (null)
FUNCTION: sound_of_tracks(fraction_of_max_speed, new_soil_type)
    calledBy:
        send_track_sound in m1_tracks.c, (null)
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FUNCTION: sound_of_turret_traversing(traversing, palm_release_or_hydraulic,
fraction)
calledBy:
    turret_move in m1_turret.c, (null)
    turret_calc_turret_slew in m1_turret.c, (null)
    make_sound_of_no_slewing in m1_turret.c, (null)
FUNCTION: sound_of_gun_elevating(fraction_of_max_speed, temp_hitting_stop)
calledBy:
    turret_calc_gun_elev in m1_turret.c, (null)
    make_sound_of_no_elevating in m1_turret.c, (null)
FUNCTION: sound_of_random_sounds()
calledBy:
    sound_simul in m1_sound.c, (null)
FILE: m1_status.c
FUNCTION: what_is_voltage12P()
calledBy:
    send_equipment_status in m1_network.c, (null)
FUNCTION: what_is_voltage12N()
calledBy:
    send_equipment_status in m1_network.c, (null)
FUNCTION: what_is_voltage5()
calledBy:
    send_equipment_status in m1_network.c, (null)
FUNCTION: what_is_temperature()
calledBy:
    send_equipment_status in m1_network.c, (null)
FUNCTION: status_preset()
calledBy:
    veh_spec_init in m1_main.c, (null)
    status_init in m1_status.c, (null)
FUNCTION: status_init()
calledBy:
    simulation_state_machine in main.c, (null)
FUNCTION: status_simul()
calledBy:
    veh_spec_init in m1_main.c, (null)
    veh_spec_simulate in m1_main.c, (null)
FUNCTION: status_print_temp_and_supplies()
calledBy:
    keyboard_simul in m1_keybrd.c, (null)
FUNCTION: driver_dead(p)
calledBy:
    monitor_status in m1_status.c, (null)
FUNCTION: turret_dead(p)
calledBy:
    monitor_status in m1_status.c, (null)
FUNCTION: ammo_dead(p)
calledBy:
    monitor_status in m1_status.c, (null)
FUNCTION: cig_dead(p)
calledBy:
    cig_failed_alarm in m1_status.c, (null)
FUNCTION: net_dead(p)
calledBy:

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monitor\_status in m1\_status.c, (null)  
FUNCTION: ser\_dead(p)  
calledBy:  
monitor\_status in m1\_status.c, (null)  
FUNCTION: dtad\_dead(p)  
calledBy:  
monitor\_status in m1\_status.c, (null)  
FUNCTION: sound\_dead(p)  
calledBy:  
monitor\_status in m1\_status.c, (null)  
FUNCTION: plus12\_dead(p, val)  
calledBy:  
monitor\_status in m1\_status.c, (null)  
FUNCTION: minus12\_dead(p, val)  
calledBy:  
monitor\_status in m1\_status.c, (null)  
FUNCTION: plus5\_dead(p, val)  
calledBy:  
monitor\_status in m1\_status.c, (null)  
FUNCTION: enable\_status\_printing()  
FUNCTION: disable\_status\_printing()  
calledBy:  
main in m1\_main.c, (null)  
FUNCTION: cig\_failed\_fsm()  
calledBy:  
io\_simul in io\_simul.c, IFNDEF\_GT\_  
io\_simul\_idle in io\_simul.c, (null)  
net\_simul in net\_simul.c, IFDEF SIMBFLY  
io\_simul in io\_simul.c, (null)  
io\_simul\_idle in io\_simul.c, (null)  
FUNCTION: monitor\_status(which)  
calledBy:  
status\_simul in m1\_status.c, (null)  
cig\_failed\_fsm in m1\_status.c, (null)  
FILE: m1\_thermal.c  
FUNCTION: thermal\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: thermal\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FUNCTION: thermal\_mode\_on()  
calledBy:  
controls\_thermal\_mode\_init in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_mode\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: thermal\_mode\_standby()  
calledBy:  
controls\_thermal\_mode\_init in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_mode\_check in m1\_ctl\_tpc.c, (null)  
FUNCTION: thermal\_mode\_off()  
calledBy:  
controls\_thermal\_mode\_exit in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_mode\_init in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_mode\_check in m1\_ctl\_tpc.c, (null)

FUNCTION: thermal\_white\_hot()  
calledBy:  
controls\_thermal\_polarity\_check in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_polarity\_init in m1\_ctl\_tpc.c, (null)

FUNCTION: thermal\_black\_hot()  
calledBy:  
controls\_thermal\_polarity\_check in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_polarity\_init in m1\_ctl\_tpc.c, (null)

FUNCTION: thermal\_3x()  
calledBy:  
controls\_thermal\_magnitude\_check in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_magnitude\_init in m1\_ctl\_tpc.c, (null)

FUNCTION: thermal\_10x()  
calledBy:  
controls\_thermal\_magnitude\_check in m1\_ctl\_tpc.c, (null)  
controls\_thermal\_magnitude\_init in m1\_ctl\_tpc.c, (null)

FUNCTION: thermal\_view\_on()  
calledBy:  
controls\_mag\_check in m1\_ctl\_npc.c, (null)

FUNCTION: thermal\_shutter()  
calledBy:  
controls\_thermal\_shutter\_check in m1\_ctl\_npc.c, (null)  
controls\_thermal\_shutter\_init in m1\_ctl\_npc.c, (null)

FUNCTION: thermal\_clear()  
calledBy:  
controls\_thermal\_shutter\_check in m1\_ctl\_npc.c, (null)  
controls\_thermal\_shutter\_init in m1\_ctl\_npc.c, (null)

FUNCTION: start\_timing\_cooldown\_delay()  
calledBy:  
thermal\_mode\_on in m1\_thermal.c, (null)  
thermal\_mode\_standby in m1\_thermal.c, (null)

FUNCTION: start\_timing\_warmup\_delay()  
calledBy:  
thermal\_mode\_off in m1\_thermal.c, (null)

FUNCTION: turn\_on\_gunners\_thermal\_view()  
calledBy:  
thermal\_mode\_on in m1\_thermal.c, (null)  
thermal\_shutter in m1\_thermal.c, (null)  
thermal\_cooldown\_timeout\_check in m1\_thermal.c, (null)

FUNCTION: turn\_off\_gunners\_thermal\_view()  
calledBy:  
thermal\_mode\_standby in m1\_thermal.c, (null)  
thermal\_mode\_off in m1\_thermal.c, (null)  
thermal\_clear in m1\_thermal.c, (null)

FUNCTION: stop\_cooldown\_timer()  
calledBy:  
thermal\_mode\_off in m1\_thermal.c, (null)

FUNCTION: stop\_heatup\_timer()  
FUNCTION: thermal\_cooldown\_timeout\_check()  
calledBy:  
thermal\_simul in m1\_thermal.c, (null)

FUNCTION: thermal\_warmup\_timeout\_check()  
calledBy:  
thermal\_simul in m1\_thermal.c, (null)

FILE: m1\_tracks.c

FUNCTION: tracks\_compute\_friction\_force()

calledBy:

load\_sprocket in m1\_dtrain.c, (null)

tracks\_compute\_slipping\_state in m1\_tracks.c, (null)

tracks\_compute\_vehicle\_force in m1\_tracks.c, (null)

FUNCTION: tracks\_compute\_slipping\_state()

calledBy:

compute\_actual\_vehicle\_motion in m1\_tracks.c, (null)

FUNCTION: tracks\_compute\_gravity\_load()

calledBy:

load\_sprocket in m1\_dtrain.c, (null)

compute\_actual\_vehicle\_motion in m1\_tracks.c, (null)

FUNCTION: tracks\_compute\_drag\_load()

calledBy:

load\_sprocket in m1\_dtrain.c, (null)

FUNCTION: tracks\_repair\_thrown\_tracks()

FUNCTION: tracks\_throw\_left\_track()

FUNCTION: tracks\_throw\_right\_track()

FUNCTION: tracks\_compute\_weight()

FUNCTION: tracks\_compute\_real\_velocity()

FUNCTION: tracks\_compute\_velocity()

calledBy:

controls\_grid\_azimuth\_check in m1\_ctl\_npc.c, (null)

load\_sprocket in m1\_dtrain.c, (null)

compute\_fd\_brake\_torque in m1\_dtrain.c, (null)

turret\_collision\_detected in m1\_turret.c, (null)

FUNCTION: odometer\_simul()

calledBy:

tracks\_send\_velocities in m1\_tracks.c, (null)

FUNCTION: tracks\_set\_initial\_distance\_km(distance)

calledBy:

network\_process\_activation\_parameters in m1\_network.c, (null)

FUNCTION: vehicle\_get\_elapsed\_km()

calledBy:

build\_vehicle\_status in veh\_status.c, (null)

FUNCTION: tracks\_send\_velocities(left, right, torque)

calledBy:

power\_sprocket in m1\_dtrain.c, (null)

FUNCTION: tracks\_stop\_drivetrain()

calledBy:

compute\_actual\_vehicle\_motion in m1\_tracks.c, (null)

tell\_kinematics in m1\_tracks.c, (null)

FUNCTION: tracks\_init()

calledBy:

drivetrain\_init in m1\_dtrain.c, (null)

FUNCTION: tracks\_compute\_vehicle\_force()

calledBy:

compute\_actual\_vehicle\_motion in m1\_tracks.c, (null)

FUNCTION: compute\_actual\_vehicle\_motion()

calledBy:

tracks\_simul in m1\_tracks.c, (null)

FUNCTION: tell\_kinematics()

calledBy:

tracks\_simul in m1\_tracks.c, (null)  
FUNCTION: get\_current\_soil\_type()  
calledBy:  
tracks\_simul in m1\_tracks.c, (null)  
FUNCTION: check\_for\_thrown\_track()  
calledBy:  
tracks\_simul in m1\_tracks.c, (null)  
FUNCTION: send\_track\_sound()  
calledBy:  
send\_tracks\_outputs in m1\_tracks.c, (null)  
FUNCTION: send\_tracks\_outputs()  
calledBy:  
tracks\_simul in m1\_tracks.c, (null)  
FUNCTION: tracks\_get\_dust\_cloud()  
calledBy:  
tracks\_simul in m1\_tracks.c, (null)  
FUNCTION: tracks\_simul()  
calledBy:  
drivetrain\_simul in m1\_dtrain.c, (null)  
FUNCTION: tracks\_motion\_disabled()  
FUNCTION: check\_turning\_sounds(angle)  
calledBy:  
tell\_kinematics in m1\_tracks.c, (null)  
FUNCTION: tracks\_return\_slip\_state()  
calledBy:  
load\_sprocket in m1\_dtrain.c, (null)  
FILE: m1\_turret.c  
FUNCTION: turret\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FUNCTION: turret\_simul()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FUNCTION: turret\_move()  
calledBy:  
turret\_simul in m1\_turret.c, (null)  
FUNCTION: turret\_get\_gps\_slew\_rate()  
calledBy:  
bcs\_simul in m1\_bcs.c, (null)  
FUNCTION: turret\_get\_turret\_slew\_rate()  
calledBy:  
weapons\_fire\_main\_gun in m1\_weapons.c, (null)  
FUNCTION: turret\_handles\_values(gun\_slew\_rate, gun\_elevate\_rate,  
handle\_engaged)  
calledBy:  
handles\_simul in m1\_handles.c, (null)  
FUNCTION: turret\_calc\_turret\_slew(control\_handle, sin\_stab\_azi\_rot)  
calledBy:  
turret\_move in m1\_turret.c, (null)  
FUNCTION: calc\_slew\_from\_handle(handle\_disp)  
calledBy:  
turret\_calc\_turret\_slew in m1\_turret.c, (null)  
FUNCTION: turret\_calc\_gun\_elev(control\_handle, sin\_stab\_elev\_rot)  
calledBy:



turret\_move in m1\_turret.c, (null)  
FUNCTION: calc\_elev\_from\_handle(handle\_disp)  
calledBy:  
turret\_calc\_gun\_elev in m1\_turret.c, (null)  
FUNCTION: turret\_gyros\_simul()  
calledBy:  
turret\_simul in m1\_turret.c, (null)  
FUNCTION: turret\_gyros\_spool\_up()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
FUNCTION: turret\_gyros\_spool\_down()  
calledBy:  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: turret\_gyros\_status()  
calledBy:  
controls\_firectl\_gundrive\_fsm in m1\_ctl\_tpc.c, (null)  
turret\_gyros\_simul in m1\_turret.c, (null)  
FUNCTION: turret\_break\_gearbox()  
FUNCTION: turret\_repair\_gearbox()  
FUNCTION: turret\_break\_elevation\_drive()  
FUNCTION: turret\_repair\_elevation\_drive()  
FUNCTION: turret\_break\_stab\_system()  
FUNCTION: turret\_repair\_stab\_system()  
FUNCTION: turret\_break\_mount\_interface()  
FUNCTION: turret\_repair\_mount\_interface()  
FUNCTION: turret\_break\_traverse\_drive()  
FUNCTION: turret\_repair\_traverse\_drive()  
FUNCTION: turret\_fire\_control\_emergency()  
calledBy:  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: turret\_fire\_control\_manual()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
controls\_turret\_power\_off in m1\_ctl\_tpc.c, (null)  
FUNCTION: turret\_fire\_control\_normal()  
calledBy:  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: turret\_gun\_turret\_drive\_uncoupled()  
calledBy:  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: turret\_gun\_turret\_drive\_powered()  
calledBy:  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)  
FUNCTION: turret\_gun\_turret\_drive\_manual()  
calledBy:  
controls\_turret\_power\_on in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_check in m1\_ctl\_tpc.c, (null)  
controls\_firectl\_gundrive\_init in m1\_ctl\_tpc.c, (null)

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        controls_turret_power_off in m1_ctl_tpc.c, (null)
FUNCTION: turret_collision_detected(agent_id, event_id, coll_sector)
        calledBy:
                failure_collision_damages in m1_failure.c, (null)
FUNCTION: make_sound_of_no_slewing()
        calledBy:
                make_sound_of_no_turret_noise in m1_turret.c, (null)
FUNCTION: make_sound_of_no_elevating()
        calledBy:
                turret_move in m1_turret.c, (null)
                make_sound_of_no_turret_noise in m1_turret.c, (null)
FUNCTION: make_sound_of_no_turret_noise()
        calledBy:
                turret_simul in m1_turret.c, (null)
                turret_move in m1_turret.c, (null)
FUNCTION: turret_get_gun_to_world(g_to_w, error)
        calledBy:
                weapons_fire_main_gun in m1_weapons.c, (null)
FILE: m1_vision.c
FUNCTION: set_gunners_state(state)
FUNCTION: set_vision_state(state)
FUNCTION: set_drivers_state(state)
FUNCTION: vision_cmdrs_pitch(pitch_state)
        calledBy:
                controls_cupola_up_down_check in m1_ctl_npc.c, (null)
                controls_cupola_up_down_init in m1_ctl_npc.c, (null)
                controls_cupola_up_down_exit in m1_ctl_npc.c, (null)
FUNCTION: vision_loaders_pitch(pitch_state)
        calledBy:
                controls_lpscope_up_down_check in m1_ctl_npc.c, (null)
                controls_lpscope_up_down_init in m1_ctl_npc.c, (null)
                controls_lpscope_up_down_exit in m1_ctl_npc.c, (null)
FUNCTION: vision_cmdrs_binoculars(bin_state)
        calledBy:
                controls_binoculars_on_off_init in m1_ctl_npc.c, (null)
                controls_binoculars_on_off_check in m1_ctl_npc.c, (null)
FUNCTION: vision_restore_all_blocks()
        calledBy:
                repair_all_systems in repair.c, (null)
                veh_spec_init in m1_main.c, (null)
FUNCTION: vision_break_all_blocks()
        calledBy:
                fail_vehicle_is_destroyed in f_cat_kill.c, (null)
                veh_spec_stop in m1_main.c, (null)
FUNCTION: vision_break_gps()
        calledBy:
                thermal_shutter in m1_thermal.c, (null)
                turn_off_gunners_thermal_view in m1_thermal.c, (null)
FUNCTION: vision_break_driver_blocks()
FUNCTION: vision_break_driver_center_block()
FUNCTION: vision_break_cmdrs_blocks()
FUNCTION: vision_break_ldrs_pscope()
FUNCTION: vision_restore_gps()
        calledBy:

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thermal\_clear in m1\_thermal.c, (null)  
FUNCTION: vision\_restore\_driver\_blocks()  
calledBy:  
toggle\_driver\_vision\_state in m1\_vision.c, (null)  
FUNCTION: vision\_restore\_cmdrs\_blocks()  
FUNCTION: vision\_restore\_ldrs\_pscope()  
FUNCTION: vision\_get\_dvr\_rt\_vp()  
FUNCTION: vision\_get\_dvr\_ctr\_vp()  
FUNCTION: vision\_get\_dvr\_lt\_vp()  
FUNCTION: vision\_get\_gnr\_vp()  
FUNCTION: vision\_set\_otw\_night\_vision()  
calledBy:  
main in m1\_main.c, (null)  
FUNCTION: vision\_set\_gunner\_white\_hot\_thermal()  
calledBy:  
thermal\_white\_hot in m1\_thermal.c, (null)  
turn\_on\_gunners\_thermal\_view in m1\_thermal.c, (null)  
toggle\_gunner\_vision\_state in m1\_vision.c, (null)  
FUNCTION: vision\_set\_driver\_white\_hot\_thermal()  
calledBy:  
toggle\_driver\_vision\_state in m1\_vision.c, (null)  
FUNCTION: vision\_set\_gunner\_black\_hot\_thermal()  
calledBy:  
thermal\_black\_hot in m1\_thermal.c, (null)  
turn\_on\_gunners\_thermal\_view in m1\_thermal.c, (null)  
toggle\_gunner\_vision\_state in m1\_vision.c, (null)  
FUNCTION: vision\_set\_driver\_black\_hot\_thermal()  
calledBy:  
toggle\_driver\_vision\_state in m1\_vision.c, (null)  
FUNCTION: get\_catc\_mode()  
calledBy:  
cig\_msg\_prepend\_my\_veh\_state in m1\_cig.c, IFDEF OLD  
FUNCTION: set\_catc\_mode()  
calledBy:  
main in m1\_main.c, (null)  
FUNCTION: get\_vision\_state()  
FUNCTION: vision\_set\_gunner\_no\_thermal()  
calledBy:  
controls\_thermal\_shutter\_init in m1\_ctl\_npc.c, (null)  
turn\_off\_gunners\_thermal\_view in m1\_thermal.c, (null)  
toggle\_gunner\_vision\_state in m1\_vision.c, (null)  
FUNCTION: vision\_set\_driver\_no\_thermal()  
FUNCTION: toggle\_driver\_vision\_state()  
FUNCTION: toggle\_gunner\_vision\_state()  
FUNCTION: print\_view\_modes()  
FUNCTION: vision\_break\_gps\_ext()  
FUNCTION: vision\_restore\_gps\_ext()  
FUNCTION: vision\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FILE: m1\_weapons.c  
FUNCTION: weapons\_download\_ballistics\_tables()  
calledBy:

cigex\_wakeup\_cig in cig\_start.c, IFDEF  
NOT\_UNTIL\_LARGER\_BUFFER\_AVAILABLE  
cig\_reconfig\_start in cig\_r\_start.c, (null)  
FUNCTION: weapons\_init()  
calledBy:  
veh\_spec\_init in m1\_main.c, (null)  
FUNCTION: weapons\_simul()  
calledBy:  
veh\_spec\_simulate in m1\_main.c, (null)  
FUNCTION: weapons\_disable\_main\_gun()  
FUNCTION: weapons\_repair\_main\_gun()  
FUNCTION: weapons\_fire\_main\_gun()  
calledBy:  
handles\_simul in m1\_handles.c, (null)

**DIRECTORY: ./gt/vehicle/m2**

No files defined.

**DIRECTORY: ./gt/vehicle/m2/src**

FILE: jwc\_firectl.c

FUNCTION: firectl\_init()  
calledBy:  
veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: firectl\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: firectl\_gps\_mag\_4x()  
calledBy:  
controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: firectl\_gps\_mag\_12x()  
calledBy:  
controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: firectl\_gps\_mag\_status()  
FUNCTION: firectl\_arm()  
calledBy:  
controls\_arm\_safe\_reset\_check in m2\_ctl\_tpc.c, (null)  
controls\_arm\_safe\_reset\_init in m2\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_safe()  
calledBy:  
controls\_arm\_safe\_reset\_check in m2\_ctl\_tpc.c, (null)  
controls\_arm\_safe\_reset\_init in m2\_ctl\_tpc.c, (null)  
controls\_arm\_safe\_reset\_exit in m2\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_reset()  
calledBy:  
controls\_arm\_safe\_reset\_check in m2\_ctl\_tpc.c, (null)  
controls\_arm\_safe\_reset\_init in m2\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_arm\_safe\_reset\_status()  
FUNCTION: firectl\_weapon\_removed()  
calledBy:  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
FUNCTION: firectl\_weapon\_ready()

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    calledBy:
        weapons_fire in m2_weapons.c, (null)
FUNCTION: firectl_25mm_ready_to_fire()
    calledBy:
        weapons_fire in m2_weapons.c, (null)
FUNCTION: firectl_tow_ready_to_fire()
    calledBy:
        tow_fired_check in m2_weapons.c, (null)
        weapons_fire in m2_weapons.c, (null)
FUNCTION: firectl_trigger_depressed()
FILE: m2_alpha.c
FUNCTION: alpha_init()
    calledBy:
        veh_spec_init in m2_main.c, (null)
FUNCTION: alpha_reset()
    calledBy:
        alpha_init in m2_alpha.c, (null)
        veh_spec_exit in m2_main.c, (null)
FUNCTION: alpha_send_mils(radians)
    calledBy:
        alpha_send in m2_alpha.c, (null)
FUNCTION: alpha_send_load(radians)
    calledBy:
        alpha_send in m2_alpha.c, (null)
FUNCTION: alpha_send(radians)
    calledBy:
        turret_simul in m2_turret.c, (null)
FUNCTION: alpha_get_load()
    calledBy:
        ammo_ready_to_internal_resupply in m2_ammo.c, (null)
        ammo_ready_to_external_resupply in m2_ammo.c, (null)
        ammo_resupply_timeout_check in m2_ammo.c, (null)
FILE: m2_ammo.c
FUNCTION: ammo_init()
    calledBy:
        network_use_activation in use_activ.c, (null)
FUNCTION: ammo_simul()
    calledBy:
        veh_spec_simulate in m2_main.c, (null)
FUNCTION: ammo_init_ammo_supply(temp_apds_can_quantity,
    temp_apds_can_ammo_boxes, temp_hei_can_quantity,
    temp_hei_can_ammo_boxes, temp_apds_stowed_quantity,
    temp_hei_stowed_quantity, temp_tow_stowed_quantity,
    temp_dragon_stowed_quantity, temp_missile1_val, temp_missile2_val,
    temp_m3_configuration_val)
    calledBy:
        ammo_restore_ammo in m2_ammo.c, (null)
        network_process_activation_parameters in m2_network.c, (null)
FUNCTION: ammo_get_apds_can_quantity()
    calledBy:
        fill_vehicle_spec_status in m2_network.c, (null)
FUNCTION: ammo_get_apds_can_ammo_boxes()
    calledBy:
        fill_vehicle_spec_status in m2_network.c, (null)
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FUNCTION: ammo\_get\_hei\_can\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)

FUNCTION: ammo\_get\_hei\_can\_ammo\_boxes()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)

FUNCTION: ammo\_get\_apds\_stowed\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
resupply\_feed\_me\_packet in m2\_resupp.c, (null)

FUNCTION: ammo\_get\_hei\_stowed\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
resupply\_feed\_me\_packet in m2\_resupp.c, (null)

FUNCTION: ammo\_get\_tow\_stowed\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
resupply\_feed\_me\_packet in m2\_resupp.c, (null)

FUNCTION: ammo\_get\_dragon\_stowed\_quantity()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
resupply\_feed\_me\_packet in m2\_resupp.c, (null)

FUNCTION: ammo\_get\_missile1\_val()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)

FUNCTION: ammo\_get\_missile2\_val()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)

FUNCTION: ammo\_get\_m3\_configuration\_val()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)

FUNCTION: ammo\_hei\_can\_hei\_on()  
calledBy:  
controls\_ammo\_hei\_can\_check in m2\_ctl\_tnp.c, (null)  
controls\_ammo\_hei\_can\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: ammo\_hei\_can\_hei\_off()  
calledBy:  
controls\_ammo\_hei\_can\_check in m2\_ctl\_tnp.c, (null)  
controls\_ammo\_hei\_can\_init in m2\_ctl\_tnp.c, (null)  
controls\_ammo\_hei\_can\_exit in m2\_ctl\_tnp.c, (null)

FUNCTION: ammo\_apds\_can\_hei\_on()  
calledBy:  
controls\_ammo\_apds\_can\_check in m2\_ctl\_tnp.c, (null)  
controls\_ammo\_apds\_can\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: ammo\_apds\_can\_hei\_off()  
calledBy:  
controls\_ammo\_apds\_can\_check in m2\_ctl\_tnp.c, (null)  
controls\_ammo\_apds\_can\_init in m2\_ctl\_tnp.c, (null)  
controls\_ammo\_apds\_can\_exit in m2\_ctl\_tnp.c, (null)

FUNCTION: ammo\_mgmt\_receive\_pushed()  
calledBy:  
controls\_ammo\_receive\_check in m2\_ctl\_tnp.c, (null)

FUNCTION: ammo\_mgmt\_send\_pushed()  
calledBy:

controls\_ammo\_send\_check in m2\_ctl\_tnp.c, (null)  
FUNCTION: ammo\_mgmt\_internal\_pushed()  
calledBy:  
controls\_ammo\_internal\_check in m2\_ctl\_tnp.c, (null)  
FUNCTION: ammo\_mgmt\_hei\_pushed()  
calledBy:  
controls\_ammo\_hei\_check in m2\_ctl\_tnp.c, (null)  
FUNCTION: ammo\_mgmt\_apds\_pushed()  
calledBy:  
controls\_ammo\_apds\_check in m2\_ctl\_tnp.c, (null)  
FUNCTION: ammo\_mgmt\_tow\_pushed()  
calledBy:  
controls\_ammo\_tow\_check in m2\_ctl\_tnp.c, (null)  
FUNCTION: ammo\_mgmt\_dragon\_pushed()  
calledBy:  
controls\_ammo\_dragon\_check in m2\_ctl\_tnp.c, (null)  
FUNCTION: ammo\_round\_selected\_status()  
calledBy:  
firectl\_trigger\_depressed in jwc\_firectl.c, (null)  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: ammo\_round\_loaded\_status()  
calledBy:  
firectl\_trigger\_depressed in jwc\_firectl.c, (null)  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: ammo\_round\_indexed\_status()  
calledBy:  
cig\_prepare\_buffer in m2\_cig.c, (null)  
FUNCTION: ammo\_reversed\_check()  
calledBy:  
ammo\_simul in m2\_ammo.c, (null)  
FUNCTION: ammo\_reversed\_status()  
FUNCTION: ammo\_indexed\_check()  
calledBy:  
ammo\_simul in m2\_ammo.c, (null)  
FUNCTION: ammo\_ap\_ss\_pushed()  
calledBy:  
controls\_ap\_ss\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_he\_ss\_pushed()  
calledBy:  
controls\_he\_ss\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_ap\_lo\_pushed()  
calledBy:  
controls\_ap\_lo\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_he\_lo\_pushed()  
calledBy:  
controls\_he\_lo\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_ap\_hi\_pushed()  
calledBy:  
controls\_ap\_hi\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_he\_hi\_pushed()  
calledBy:  
controls\_he\_hi\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_tow\_select\_pushed()  
calledBy:

controls\_gunner\_tow\_select\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_tow\_test\_pushed()  
calledBy:  
controls\_gunner\_tow\_test\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_missile1\_pushed()  
calledBy:  
controls\_gunner\_missile1\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_missile2\_pushed()  
calledBy:  
controls\_gunner\_missile2\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_tow\_launcher\_on()  
calledBy:  
launcher\_simul in m2\_launcher.c, (null)  
FUNCTION: ammo\_tow\_launcher\_off()  
calledBy:  
launcher\_simul in m2\_launcher.c, (null)  
FUNCTION: ammo\_gps\_mag\_12x()  
calledBy:  
controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: ammo\_gps\_mag\_4x()  
calledBy:  
controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: ammo\_tow\_test\_check()  
calledBy:  
ammo\_simul in m2\_ammo.c, (null)  
FUNCTION: ammo\_tow\_test\_start()  
calledBy:  
ammo\_tow\_select\_pushed in m2\_ammo.c, (null)  
ammo\_tow\_test\_pushed in m2\_ammo.c, (null)  
FUNCTION: ammo\_tow\_test\_stop()  
calledBy:  
ammo\_ap\_ss\_pushed in m2\_ammo.c, (null)  
ammo\_he\_ss\_pushed in m2\_ammo.c, (null)  
ammo\_ap\_lo\_pushed in m2\_ammo.c, (null)  
ammo\_he\_lo\_pushed in m2\_ammo.c, (null)  
ammo\_ap\_hi\_pushed in m2\_ammo.c, (null)  
ammo\_he\_hi\_pushed in m2\_ammo.c, (null)  
ammo\_tow\_launcher\_off in m2\_ammo.c, (null)  
ammo\_gps\_mag\_4x in m2\_ammo.c, (null)  
ammo\_turret\_power\_off in m2\_ammo.c, (null)  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
ammo\_restore\_ammo in m2\_ammo.c, (null)  
FUNCTION: ammo\_low\_ammo\_check()  
calledBy:  
ammo\_simul in m2\_ammo.c, (null)  
FUNCTION: ammo\_low\_ammo\_pushed()  
calledBy:  
controls\_low\_ammo\_override\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_low\_ammo\_ready\_to\_fire()  
calledBy:  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: ammo\_turret\_power\_off()



calledBy:  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_bolt\_position\_status()  
calledBy:  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: ammo\_misfire\_lock\_status()  
calledBy:  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: ammo\_weapon\_removed()  
calledBy:  
ammo\_weapon\_is\_fired in m2\_ammo.c, (null)  
ammo\_weapon\_is\_misfired in m2\_ammo.c, (null)  
FUNCTION: ammo\_weapon\_is\_fired()  
calledBy:  
weapons\_missile\_is\_launched in m2\_weapons.c, (null)  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: ammo\_weapon\_is\_misfired()  
FUNCTION: ammo\_misfire\_corrected()  
calledBy:  
weapons\_misfire\_corrected in m2\_weapons.c, (null)  
FUNCTION: ammo\_misfire\_pushed()  
calledBy:  
controls\_misfire\_check in m2\_ctl\_tpc.c, (null)  
FUNCTION: ammo\_restore\_ammo()  
calledBy:  
keyboard\_simul in m2\_keybrd.c, (null)  
FUNCTION: ammo\_get\_missile\_loaded(loaded\_status)  
calledBy:  
ammo\_missile1\_pushed in m2\_ammo.c, (null)  
ammo\_missile2\_pushed in m2\_ammo.c, (null)  
FUNCTION: ammo\_get\_apds\_can\_first\_round()  
calledBy:  
ammo\_ap\_ss\_pushed in m2\_ammo.c, (null)  
ammo\_ap\_lo\_pushed in m2\_ammo.c, (null)  
ammo\_ap\_hi\_pushed in m2\_ammo.c, (null)  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
FUNCTION: ammo\_get\_hei\_can\_first\_round()  
calledBy:  
ammo\_he\_ss\_pushed in m2\_ammo.c, (null)  
ammo\_he\_lo\_pushed in m2\_ammo.c, (null)  
ammo\_he\_hi\_pushed in m2\_ammo.c, (null)  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
FUNCTION: ammo\_remove\_apds\_can\_round()  
calledBy:  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
FUNCTION: ammo\_remove\_hei\_can\_round()  
calledBy:  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
FUNCTION: ammo\_get\_apds\_can\_box(box\_num)  
calledBy:  
ammo\_get\_apds\_can\_first\_round in m2\_ammo.c, (null)  
FUNCTION: ammo\_get\_hei\_can\_box(box\_num)  
calledBy:  
ammo\_get\_hei\_can\_first\_round in m2\_ammo.c, (null)

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FUNCTION: ammo_print_ammo_variables()
FUNCTION: ammo_ready_to_internal_resupply()
    calledBy:
        ammo_internal_resupply_start_check in m2_ammo.c, (null)
        ammo_internal_resupply_abort_check in m2_ammo.c, (null)
FUNCTION: ammo_ready_to_external_resupply()
    calledBy:
        ammo_receive_quiet_state in m2_resupp.c, (null)
        ammo_receive_request_state in m2_resupp.c, (null)
        ammo_receive_loading_state in m2_resupp.c, (null)
FUNCTION: ammo_ready_to_external_send()
    calledBy:
        ammo_send_quiet_state in m2_resupp.c, (null)
        ammo_send_waiting_state in m2_resupp.c, (null)
FUNCTION: ammo_supply_empty_stowage()
    calledBy:
        ammo_ready_to_external_send in m2_ammo.c, (null)
FUNCTION: ammo_start_internal_resupply()
    calledBy:
        ammo_internal_resupply_start_check in m2_ammo.c, (null)
FUNCTION: ammo_start_external_resupply(apds25, hei25, tow, dragon)
    calledBy:
        resupply_offer_packet in resupp.c, (null)
        resupply_offer_packet in m2_resupp.c, (null)
FUNCTION: ammo_start_external_send()
    calledBy:
        resupply_feed_me_packet in resupp.c, IFDEF notdef
        resupply_feed_me_packet in m2_resupp.c, (null)
FUNCTION: ammo_stop_resupply()
    calledBy:
        ammo_resupply_receive_timeout_check in newammo.c, (null)
        ammo_mgmt_receive_pushed in m2_ammo.c, (null)
        ammo_mgmt_send_pushed in m2_ammo.c, (null)
        ammo_mgmt_internal_pushed in m2_ammo.c, (null)
        ammo_mgmt_hei_pushed in m2_ammo.c, (null)
        ammo_mgmt_apds_pushed in m2_ammo.c, (null)
        ammo_mgmt_tow_pushed in m2_ammo.c, (null)
        ammo_mgmt_dragon_pushed in m2_ammo.c, (null)
        ammo_restore_ammo in m2_ammo.c, (null)
        ammo_internal_resupply_abort_check in m2_ammo.c, (null)
        ammo_resupply_sent in m2_ammo.c, (null)
        resupply_thank_you_packet in m2_resupp.c, (null)
        ammo_receive_loading_state in m2_resupp.c, (null)
        ammo_send_servicing_state in m2_resupp.c, (null)
FUNCTION: ammo_hei_can_enough_room()
    calledBy:
        ammo_ready_to_internal_resupply in m2_ammo.c, (null)
        ammo_ready_to_external_resupply in m2_ammo.c, (null)
        ammo_resupply_timeout_check in m2_ammo.c, (null)
FUNCTION: ammo_apds_can_enough_room()
    calledBy:
        ammo_ready_to_internal_resupply in m2_ammo.c, (null)
        ammo_ready_to_external_resupply in m2_ammo.c, (null)
        ammo_resupply_timeout_check in m2_ammo.c, (null)

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FUNCTION: ammo\_25mm\_stowage\_enough\_room()  
calledBy:  
ammo\_ready\_to\_external\_resupply in m2\_ammo.c, (null)

FUNCTION: ammo\_tow\_tubes\_enough\_room()  
calledBy:  
ammo\_ready\_to\_internal\_resupply in m2\_ammo.c, (null)  
ammo\_ready\_to\_external\_resupply in m2\_ammo.c, (null)

FUNCTION: ammo\_tow\_stowage\_enough\_room()  
calledBy:  
ammo\_ready\_to\_external\_resupply in m2\_ammo.c, (null)

FUNCTION: ammo\_dragon\_stowage\_enough\_room()  
calledBy:  
ammo\_ready\_to\_external\_resupply in m2\_ammo.c, (null)

FUNCTION: ammo\_hei\_stowage\_enough\_supply()  
calledBy:  
ammo\_ready\_to\_internal\_resupply in m2\_ammo.c, (null)

FUNCTION: ammo\_apds\_stowage\_enough\_supply()  
calledBy:  
ammo\_ready\_to\_internal\_resupply in m2\_ammo.c, (null)

FUNCTION: ammo\_tow\_stowage\_enough\_supply()  
calledBy:  
ammo\_ready\_to\_internal\_resupply in m2\_ammo.c, (null)

FUNCTION: ammo\_turret\_no\_power\_off()  
calledBy:  
controls\_turret\_no\_power\_off in m2\_ctl\_tnp.c, (null)

FUNCTION: ammo\_internal\_resupply\_start\_check()  
calledBy:  
ammo\_simul in m2\_ammo.c, (null)

FUNCTION: ammo\_internal\_resupply\_abort\_check()  
calledBy:  
ammo\_simul in m2\_ammo.c, (null)

FUNCTION: ammo\_resupply\_timeout\_check()  
calledBy:  
ammo\_simul in m2\_ammo.c, (null)

FUNCTION: ammo\_rounds\_on\_board\_check()  
calledBy:  
ammo\_simul in m2\_ammo.c, (null)

FUNCTION: ammo\_resupply\_sent(ammo\_type)  
calledBy:  
resupply\_thank\_you\_packet in resupp.c, (null)  
resupply\_thank\_you\_packet in m2\_resupp.c, (null)

FUNCTION: ammo\_decide\_round\_type()  
calledBy:  
send\_feed\_me\_packets\_ammo\_carriers in resupp.c, (null)  
send\_feed\_me\_packets\_ammo\_carriers in m2\_resupp.c, (null)  
ammo\_receive\_quiet\_state in m2\_resupp.c, (null)

FILE: m2\_bcs.c

FUNCTION: bcs\_init()  
calledBy:  
veh\_spec\_init in m2\_main.c, (null)

FUNCTION: bcs\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)

FUNCTION: bcs\_ammo\_index\_hei\_25()

calledBy:  
ammo\_indexed\_check in m2\_ammo.c, (null)  
FUNCTION: bcs\_ammo\_index\_apds\_25()  
calledBy:  
ammo\_indexed\_check in m2\_ammo.c, (null)  
FUNCTION: bcs\_ammo\_index\_no\_round()  
calledBy:  
ammo\_indexed\_check in m2\_ammo.c, (null)  
bcs\_init in m2\_bcs.c, (null)  
FUNCTION: bcs\_range\_is(range\_from\_switch)  
calledBy:  
controls\_range\_select\_check in m2\_ctl\_tnp.c, (null)  
controls\_range\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: bcs\_set\_ballistics\_computer()  
calledBy:  
bcs\_init in m2\_bcs.c, (null)  
bcs\_ammo\_index\_hei\_25 in m2\_bcs.c, (null)  
bcs\_ammo\_index\_apds\_25 in m2\_bcs.c, (null)  
bcs\_range\_is in m2\_bcs.c, (null)  
FUNCTION: bcs\_get\_super\_elevation()  
calledBy:  
turret\_get\_gun\_to\_world in m2\_turret.c, (null)  
FUNCTION: bcs\_get\_range()  
FUNCTION: bcs\_get\_time\_of\_flight()  
FUNCTION: bcs\_get\_ammo\_type\_indexed()  
calledBy:  
weapons\_fire\_round in m2\_weapons.c, (null)  
FUNCTION: bcs\_get\_range\_str()  
calledBy:  
cig\_prepare\_buffer in m2\_cig.c, (null)  
FUNCTION: bcs\_turn\_computer\_on()  
calledBy:  
controls\_turret\_power\_switch\_on in m2\_ctl\_fsm.c, (null)  
controls\_turret\_backup\_electsys\_reborn in m2\_ctl\_fsm.c, (null)  
controls\_restore\_controls in m2\_ctl\_fsm.c, (null)  
controls\_turret\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: bcs\_turn\_computer\_off()  
calledBy:  
controls\_turret\_power\_switch\_off in m2\_ctl\_fsm.c, (null)  
controls\_turret\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_drive\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: bcs\_str\_null()  
FILE: m2\_cig.c  
FUNCTION: eight\_view\_system()  
calledBy:  
main in m2\_main.c, (null)  
FUNCTION: is\_eight\_view()  
calledBy:  
vision\_gunner\_brow\_pad\_off in m2\_vision.c, (null)  
vision\_commander\_brow\_pad\_on in m2\_vision.c, (null)  
FUNCTION: set\_ballistics\_debug(state)  
FUNCTION: get\_ballistics\_debug()  
calledBy:

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    check_buffer in checkbuffer.c, (null)
    veh_spec_proc_buf in m2_p_buf.c, (null)
FUNCTION: cig_init_ctr()
    calledBy:
        veh_spec_init in m2_main.c, (null)
FUNCTION: init_brow_pad_state()
    calledBy:
        veh_spec_init in m2_main.c, (null)
FUNCTION: cig_msg_prepend_my_veh_state()
    calledBy:
        cig_prepare_buffer in m2_cig.c, (null)
FUNCTION: cig_prepare_buffer()
    calledBy:
        net_simul in net_simul.c, (null)
        cigex_start in cig_start.c, (null)
        net_simul in n_net_simul.c, (null)
        io_simul in io_simul.c, (null)
        cig_reconfig_start in cig_r_start.c, (null)
FUNCTION: cig_failed_fsm()
    calledBy:
        io_simul in io_simul.c, IFNDEF _GT_
        io_simul_idle in io_simul.c, (null)
        net_simul in net_simul.c, IFDEF SIMBFLY
        io_simul in io_simul.c, (null)
        io_simul_idle in io_simul.c, (null)
FUNCTION: cig_dead(p)
    calledBy:
        cig_failed_fsm in m2_cig.c, IFDEF STUB
        cig_failed_fsm in m2_status.c, (null)
FUNCTION: cig_spec_init()
    calledBy:
        simulation_state_machine in main.c, (null)
FUNCTION: toggle_ammo_info_debug()
FILE: m2_cmc_filt.c
FUNCTION: filter(packet, registers, ptable, pindex)
FILE: m2_cntrlr.c
FUNCTION: controller_init()
    calledBy:
        powertrain_init in m2_pttrain.c, (null)
FUNCTION: controller_simul()
    calledBy:
        powertrain_simul in m2_pttrain.c, (null)
FUNCTION: fit_speed_ref(throttle, main_cam)
    calledBy:
        controller_simul in m2_cntrlr.c, (null)
FUNCTION: shift_check()
    calledBy:
        controller_simul in m2_cntrlr.c, (null)
FUNCTION: stroke_calc()
    calledBy:
        controller_simul in m2_cntrlr.c, (null)
FUNCTION: controller_stroke_left()
FUNCTION: controller_stroke_right()
FUNCTION: controller_gear()
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calledBy:  
engine\_run in m2\_engine.c, (null)  
transmission\_simul in m2\_trans.c, (null)  
FUNCTION: controller\_neutral()  
calledBy:  
controls\_transmission\_check in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: controller\_pivot()  
calledBy:  
controls\_transmission\_check in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: controller\_drive()  
calledBy:  
controls\_transmission\_check in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: controller\_low()  
calledBy:  
controls\_transmission\_check in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: controller\_reverse()  
calledBy:  
controls\_transmission\_check in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: controller\_start()  
calledBy:  
controls\_transmission\_check in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: controller\_set\_throttle(val)  
calledBy:  
controls\_throttle\_check in m2\_ctl\_mpc.c, (null)  
controls\_throttle\_init in m2\_ctl\_mpc.c, (null)  
controls\_throttle\_exit in m2\_ctl\_mpc.c, (null)  
FUNCTION: controller\_set\_steering\_bar(val)  
calledBy:  
controls\_steer\_bar\_check in m2\_ctl\_mpc.c, (null)  
controls\_steer\_bar\_init in m2\_ctl\_mpc.c, (null)  
controls\_steer\_bar\_exit in m2\_ctl\_mpc.c, (null)  
FUNCTION: cntrlr\_dump()  
FUNCTION: cntrlr\_banner()  
FUNCTION: cntrlr\_data\_title()  
FUNCTION: cntrlr\_data\_banner()  
FUNCTION: cntrlr\_data\_dump()  
FILE: m2\_collision.c  
FUNCTION: m2\_collision\_check(veh)  
FUNCTION: m2\_collision\_init()  
calledBy:  
veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: m2\_get\_rva\_collision\_list()  
calledBy:  
m2\_collision\_simul in m2\_collision.c, (null)  
FUNCTION: m2\_collision\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FILE: m2\_ctl\_fsm.c

FUNCTION: controls\_fsm\_init()

calledBy:

controls\_restore\_controls in m2\_ctl\_fsm.c, (null)

veh\_spec\_init in m2\_main.c, (null)

FUNCTION: controls\_simul()

calledBy:

veh\_spec\_simulate in m2\_main.c, (null)

FUNCTION: controls\_hull\_power\_status()

calledBy:

controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)

controls\_driver\_panel\_test\_restore in m2\_ctl\_mpc.c, (null)

controls\_engine\_accessory\_on in m2\_ctl\_mpc.c, (null)

controls\_ramp\_unlocked\_on in m2\_ctl\_mpc.c, (null)

controls\_cool\_hi\_temp\_flash\_check in m2\_ctl\_mpc.c, (null)

controls\_cool\_lo\_level\_flash\_check in m2\_ctl\_mpc.c, (null)

controls\_trans\_oil\_pres\_lo\_flash\_check in m2\_ctl\_mpc.c, (null)

controls\_trans\_oil\_temp\_hi\_flash\_check in m2\_ctl\_mpc.c, (null)

controls\_fuel\_filt\_clog\_flash\_check in m2\_ctl\_mpc.c, (null)

controls\_launcher\_up\_flash\_check in m2\_ctl\_mpc.c, (null)

controls\_air\_clean\_clog\_flash\_check in m2\_ctl\_mpc.c, (null)

controls\_eng\_oil\_pres\_lo\_flash\_check in m2\_ctl\_mpc.c, (null)

controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)

meter\_speed\_set in m2\_meter.c, (null)

meter\_volt\_set in m2\_meter.c, (null)

meter\_temp\_set in m2\_meter.c, (null)

meter\_press\_set in m2\_meter.c, (null)

FUNCTION: controls\_turret\_power\_status()

calledBy:

firectl\_25mm\_ready\_to\_fire in jwc\_firectl.c, (null)

firectl\_tow\_ready\_to\_fire in jwc\_firectl.c, (null)

controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)

controls\_turret\_stab\_on in m2\_ctl\_tdc.c, (null)

controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)

controls\_commander\_panel\_test\_restore in m2\_ctl\_tpc.c, (null)

controls\_commander\_backup\_power\_on in m2\_ctl\_tpc.c, (null)

controls\_commander\_drive\_malfunction\_on in m2\_ctl\_tpc.c, (null)

controls\_tow\_test\_on in m2\_ctl\_tpc.c, (null)

controls\_firectl\_arm\_on in m2\_ctl\_tpc.c, (null)

controls\_gunner\_ammunition\_reversed\_on in m2\_ctl\_tpc.c, (null)

controls\_gunner\_tow\_launcher\_on in m2\_ctl\_tpc.c, (null)

controls\_gunner\_tow\_circuit\_open in m2\_ctl\_tpc.c, (null)

controls\_25\_mm\_gun\_malf\_on in m2\_ctl\_tpc.c, (null)

controls\_gunner\_drive\_malfunction\_on in m2\_ctl\_tpc.c, (null)

controls\_round\_select\_ap\_ss in m2\_ctl\_tpc.c, (null)

controls\_round\_select\_he\_ss in m2\_ctl\_tpc.c, (null)

controls\_round\_select\_ap\_lo in m2\_ctl\_tpc.c, (null)

controls\_round\_select\_he\_lo in m2\_ctl\_tpc.c, (null)

controls\_round\_select\_ap\_hi in m2\_ctl\_tpc.c, (null)

controls\_round\_select\_he\_hi in m2\_ctl\_tpc.c, (null)

controls\_round\_select\_tow in m2\_ctl\_tpc.c, (null)

controls\_turret\_ref\_ind in m2\_ctl\_tpc.c, (null)

controls\_bolt\_position\_scar in m2\_ctl\_tpc.c, (null)

controls\_low\_ammunition\_on in m2\_ctl\_tpc.c, (null)

controls\_missile1\_on in m2\_ctl\_tpc.c, (null)

controls\_missile2\_on in m2\_ctl\_tpc.c, (null)  
controls\_sear\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_low\_ammo\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_missile1\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_missile2\_flash\_check in m2\_ctl\_tpc.c, (null)  
firectl\_25mm\_ready\_to\_fire in m2\_firectl.c, (null)  
firectl\_tow\_ready\_to\_fire in m2\_firectl.c, (null)  
FUNCTION: controls\_turret\_power\_switch\_on()  
calledBy:  
controls\_turret\_power\_check in m2\_ctl\_tnp.c, (null)  
controls\_turret\_power\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_turret\_power\_switch\_off()  
calledBy:  
controls\_turret\_power\_check in m2\_ctl\_tnp.c, (null)  
controls\_turret\_power\_init in m2\_ctl\_tnp.c, (null)  
controls\_turret\_power\_exit in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_hull\_electsys\_dead()  
calledBy:  
controls\_electsys\_dead in m2\_ctl\_fsm.c, (null)  
electsys\_handle\_leaky\_hull\_battery in m2\_electsys.c, (null)  
electsys\_hull\_dead in m2\_electsys.c, (null)  
FUNCTION: controls\_turret\_backup\_electsys\_dead()  
calledBy:  
controls\_electsys\_dead in m2\_ctl\_fsm.c, (null)  
electsys\_handle\_leaky\_turret\_backup\_battery in m2\_electsys.c, (null)  
electsys\_turret\_dead in m2\_electsys.c, (null)  
FUNCTION: controls\_electsys\_dead()  
calledBy:  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
FUNCTION: controls\_hull\_electsys\_reborn()  
calledBy:  
controls\_electsys\_reborn in m2\_ctl\_fsm.c, (null)  
electsys\_charge\_battery in m2\_electsys.c, (null)  
electsys\_replace\_hull\_battery in m2\_electsys.c, (null)  
electsys\_hull\_reborn in m2\_electsys.c, (null)  
FUNCTION: controls\_turret\_backup\_electsys\_reborn()  
calledBy:  
controls\_electsys\_reborn in m2\_ctl\_fsm.c, (null)  
electsys\_charge\_battery in m2\_electsys.c, (null)  
electsys\_replace\_turret\_backup\_battery in m2\_electsys.c, (null)  
electsys\_turret\_reborn in m2\_electsys.c, (null)  
FUNCTION: controls\_electsys\_reborn()  
FUNCTION: controls\_hull\_electsys\_status()  
FUNCTION: controls\_turret\_backup\_electsys\_status()  
FUNCTION: controls\_turret\_drive\_system\_on()  
calledBy:  
turret\_gyros\_simul in m2\_turret.c, (null)  
FUNCTION: controls\_turret\_drive\_system\_off()  
calledBy:  
turret\_gyros\_spool\_down in m2\_turret.c, (null)  
FUNCTION: controls\_turret\_drive\_system\_status()  
calledBy:  
firectl\_25mm\_ready\_to\_fire in jwc\_firectl.c, (null)  
firectl\_tow\_ready\_to\_fire in jwc\_firectl.c, (null)



ammo\_ready\_to\_internal\_resupply in m2\_ammo.c, (null)  
ammo\_ready\_to\_external\_resupply in m2\_ammo.c, (null)  
ammo\_ready\_to\_external\_send in m2\_ammo.c, (null)  
firectl\_25mm\_ready\_to\_fire in m2\_firectl.c, (null)  
firectl\_tow\_ready\_to\_fire in m2\_firectl.c, (null)  
FUNCTION: controls\_turret\_power\_system\_on()  
calledBy:  
bcs\_simul in m2\_bcs.c, (null)  
FUNCTION: controls\_turret\_power\_system\_off()  
calledBy:  
bcs\_turn\_computer\_off in m2\_bcs.c, (null)  
FUNCTION: controls\_turret\_power\_system\_status()  
FUNCTION: controls\_break\_controls()  
calledBy:  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
FUNCTION: controls\_restore\_controls(check\_broken)  
calledBy:  
fail\_init in f\_flags.c, IF 0  
fail\_init in f\_init.c, (null)  
repair\_all\_systems in repair.c, (null)  
FUNCTION: controls\_failure\_status()  
calledBy:  
controls\_hull\_slope\_ind in m2\_ctl\_hnp.c, (null)  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_restore in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_on in m2\_ctl\_mpc.c, (null)  
controls\_ramp\_unlocked\_on in m2\_ctl\_mpc.c, (null)  
controls\_cool\_hi\_temp\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_cool\_lo\_level\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_trans\_oil\_pres\_lo\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_trans\_oil\_temp\_hi\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_fuel\_filt\_clog\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_launcher\_up\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_air\_clean\_clog\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_eng\_oil\_pres\_lo\_flash\_check in m2\_ctl\_mpc.c, (null)  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
controls\_turret\_stab\_on in m2\_ctl\_tdc.c, (null)  
controls\_ammo\_panel\_test\_restore in m2\_ctl\_tnp.c, (null)  
controls\_turret\_slope\_ind in m2\_ctl\_tnp.c, (null)  
controls\_gunner\_brow\_pad\_on in m2\_ctl\_tnp.c, (null)  
controls\_commander\_brow\_pad\_on in m2\_ctl\_tnp.c, (null)  
controls\_rounds\_on\_board in m2\_ctl\_tnp.c, (null)  
controls\_receive\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_send\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_internal\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_hei\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_apds\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_tow\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_dragon\_flash\_check in m2\_ctl\_tnp.c, (null)  
controls\_receive\_on in m2\_ctl\_tnp.c, (null)  
controls\_send\_on in m2\_ctl\_tnp.c, (null)  
controls\_internal\_on in m2\_ctl\_tnp.c, (null)  
controls\_hei\_on in m2\_ctl\_tnp.c, (null)  
controls\_apds\_on in m2\_ctl\_tnp.c, (null)

controls\_tow\_on in m2\_ctl\_tnp.c, (null)  
controls\_dragon\_on in m2\_ctl\_tnp.c, (null)  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
controls\_commander\_panel\_test\_restore in m2\_ctl\_tpc.c, (null)  
controls\_commander\_backup\_power\_on in m2\_ctl\_tpc.c, (null)  
controls\_commander\_drive\_malfunction\_on in m2\_ctl\_tpc.c, (null)  
controls\_tow\_test\_on in m2\_ctl\_tpc.c, (null)  
controls\_firect\_arm\_on in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_ammo\_reversed\_on in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_launcher\_on in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_circuit\_open in m2\_ctl\_tpc.c, (null)  
controls\_25\_mm\_gun\_malf\_on in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_drive\_malfunction\_on in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_tow in m2\_ctl\_tpc.c, (null)  
controls\_turret\_ref\_ind in m2\_ctl\_tpc.c, (null)  
controls\_bolt\_position\_sear in m2\_ctl\_tpc.c, (null)  
controls\_low\_ammo\_on in m2\_ctl\_tpc.c, (null)  
controls\_missile1\_on in m2\_ctl\_tpc.c, (null)  
controls\_missile2\_on in m2\_ctl\_tpc.c, (null)  
controls\_sear\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_low\_ammo\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_missile1\_flash\_check in m2\_ctl\_tpc.c, (null)  
controls\_missile2\_flash\_check in m2\_ctl\_tpc.c, (null)  
meter\_speed\_set in m2\_meter.c, (null)  
meter\_fuel\_set in m2\_meter.c, (null)  
meter\_volt\_set in m2\_meter.c, (null)  
meter\_temp\_set in m2\_meter.c, (null)  
meter\_press\_set in m2\_meter.c, (null)  
resupply\_gating\_conditions in m2\_resupp.c, (null)  
FUNCTION: controls\_other\_edges\_clear()  
    calledBy:  
        controls\_edge\_init in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_edge\_init()  
    calledBy:  
        controls\_restore\_controls in m2\_ctl\_fsm.c, (null)  
        veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: controls\_lamp\_init()  
    calledBy:  
        controls\_restore\_controls in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_hull\_no\_power\_next\_state()  
    calledBy:  
        controls\_simul in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_master\_power\_next\_state()  
    calledBy:  
        controls\_simul in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_no\_power\_next\_state()  
    calledBy:  
        controls\_simul in m2\_ctl\_fsm.c, (null)

FUNCTION: controls\_turret\_power\_next\_state()  
calledBy:  
controls\_simul in m2\_ctl\_fsm.c, (null)

FUNCTION: controls\_turret\_drive\_next\_state()  
calledBy:  
controls\_simul in m2\_ctl\_fsm.c, (null)

FILE: m2\_ctl\_hnp.c

FUNCTION: controls\_hnp\_init()  
calledBy:  
controls\_restore\_controls in m2\_ctl\_fsm.c, (null)  
veh\_spec\_init in m2\_main.c, (null)

FUNCTION: controls\_hull\_no\_power\_edges\_clear()  
calledBy:  
controls\_edge\_init in m2\_ctl\_fsm.c, (null)

FUNCTION: controls\_hull\_no\_power\_routines()  
calledBy:  
controls\_hull\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_master\_power\_next\_state in m2\_ctl\_fsm.c, (null)

FUNCTION: controls\_parking\_brake\_check()  
calledBy:  
controls\_hull\_no\_power\_routines in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_parking\_brake\_init()  
calledBy:  
controls\_hnp\_init in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_parking\_brake\_exit()  
calledBy:  
controls\_hull\_no\_power\_off in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_service\_brake\_check()  
calledBy:  
controls\_hull\_no\_power\_routines in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_service\_brake\_exit()  
calledBy:  
controls\_hull\_no\_power\_off in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_service\_brake\_init()  
calledBy:  
controls\_hnp\_init in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_fuel\_check()  
calledBy:  
controls\_hull\_no\_power\_routines in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_fuel\_init()  
calledBy:  
controls\_hnp\_init in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_odometer\_pulse()  
calledBy:  
odometer\_simul in m2\_odom.c, (null)

FUNCTION: controls\_hull\_no\_power\_off()  
calledBy:  
controls\_hull\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_master\_power\_next\_state in m2\_ctl\_fsm.c, (null)

FUNCTION: controls\_odometer\_check()  
calledBy:  
controls\_hull\_no\_power\_routines in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_odometer\_exit()  
calledBy:

controls\_hull\_no\_power\_off in m2\_ctl\_hnp.c, (null)  
FUNCTION: controls\_break\_hull\_slope\_ind()  
FUNCTION: controls\_replace\_hull\_slope\_ind()  
FUNCTION: controls\_hull\_slope\_ind(radians, centered)  
calledBy:  
slopes\_simul in m2\_slope.c, (null)  
FILE: m2\_ctl\_mpc.c  
FUNCTION: controls\_mpc\_init()  
calledBy:  
controls\_restore\_controls in m2\_ctl\_fsm.c, (null)  
veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: controls\_master\_power\_routines()  
calledBy:  
controls\_master\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_master\_power\_edges\_clear()  
calledBy:  
controls\_edge\_init in m2\_ctl\_fsm.c, (null)  
controls\_hull\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_master\_power\_on()  
calledBy:  
controls\_hull\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_master\_power\_off()  
calledBy:  
controls\_master\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_driver\_panel\_status()  
calledBy:  
controls\_lamp\_init in m2\_ctl\_fsm.c, (null)  
controls\_hull\_slope\_ind in m2\_ctl\_hnp.c, (null)  
controls\_transmission\_oil\_pressure\_normal in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_temperature\_normal in m2\_ctl\_mpc.c, (null)  
controls\_coolant\_temperature\_normal in m2\_ctl\_mpc.c, (null)  
controls\_coolant\_level\_normal in m2\_ctl\_mpc.c, (null)  
controls\_fuel\_filter\_normal in m2\_ctl\_mpc.c, (null)  
controls\_air\_cleaner\_normal in m2\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_pressure\_normal in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_off in m2\_ctl\_mpc.c, (null)  
controls\_ramp\_unlocked\_off in m2\_ctl\_mpc.c, (null)  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_launcher\_off in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_steer\_bar\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)  
FUNCTION: controls\_steer\_bar\_init()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
FUNCTION: controls\_steer\_bar\_exit()  
calledBy:  
controls\_master\_power\_off in m2\_ctl\_mpc.c, (null)  
FUNCTION: controls\_throttle\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)  
FUNCTION: controls\_throttle\_init()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_throttle\_exit()  
calledBy:  
controls\_master\_power\_off in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_transmission\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_parking\_brake\_on()  
calledBy:  
controls\_parking\_brake\_check in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_parking\_brake\_off()  
calledBy:  
controls\_parking\_brake\_check in m2\_ctl\_hnp.c, (null)

FUNCTION: controls\_transmission\_init()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_engine\_accessory\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_engine\_accessory\_init()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_engine\_accessory\_exit()  
calledBy:  
controls\_master\_power\_off in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_tone\_cancel\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_ramp\_up\_down\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_ramp\_up\_down\_init()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_ramp\_up\_down\_exit()  
calledBy:  
controls\_master\_power\_off in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_driver\_panel\_test\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_driver\_panel\_test\_init()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_driver\_panel\_test\_exit()  
calledBy:  
controls\_master\_power\_off in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_driver\_panel\_test\_on()  
calledBy:  
controls\_driver\_panel\_test\_check in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_init in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_driver\_panel\_test\_restore()  
calledBy:  
controls\_driver\_panel\_test\_check in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_init in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_transmission\_oil\_pressure\_low()

calledBy:  
transmission\_break\_transmission in m2\_trans.c, (null)  
transmission\_oil\_leak in m2\_trans.c, (null)  
FUNCTION: controls\_transmission\_oil\_pressure\_normal()  
calledBy:  
transmission\_replace\_transmission in m2\_trans.c, (null)  
transmission\_repair\_oil\_leak in m2\_trans.c, (null)  
FUNCTION: controls\_transmission\_oil\_temperature\_high()  
calledBy:  
transmission\_break\_transmission in m2\_trans.c, (null)  
transmission\_simul in m2\_trans.c, (null)  
FUNCTION: controls\_transmission\_oil\_temperature\_normal()  
calledBy:  
transmission\_replace\_transmission in m2\_trans.c, (null)  
transmission\_repair\_oil\_leak in m2\_trans.c, (null)  
FUNCTION: controls\_coolant\_temperature\_high()  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: controls\_coolant\_temperature\_normal()  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: controls\_coolant\_level\_low()  
calledBy:  
engine\_coolant\_leak in m2\_engfail.c, (null)  
FUNCTION: controls\_coolant\_level\_normal()  
calledBy:  
engine\_coolant\_normal in m2\_engfail.c, (null)  
FUNCTION: controls\_fuel\_filter\_clogged()  
calledBy:  
engine\_clog\_fuel\_filter in m2\_engfail.c, (null)  
FUNCTION: controls\_fuel\_filter\_normal()  
calledBy:  
engine\_fix\_fuel\_filter in m2\_engfail.c, (null)  
FUNCTION: controls\_air\_cleaner\_clogged()  
calledBy:  
engine\_clog\_air\_filter in m2\_engfail.c, (null)  
FUNCTION: controls\_air\_cleaner\_normal()  
calledBy:  
engine\_fix\_air\_filter in m2\_engfail.c, (null)  
FUNCTION: controls\_engine\_oil\_pressure\_low()  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: controls\_engine\_oil\_pressure\_normal()  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: controls\_engine\_accessory\_on()  
calledBy:  
engine\_accessory\_on in m2\_engine.c, (null)  
FUNCTION: controls\_engine\_accessory\_off()  
calledBy:  
engine\_accessory\_off in m2\_engine.c, (null)  
FUNCTION: controls\_ramp\_unlocked\_on()  
calledBy:  
ramp\_simul in m2\_ramp.c, (null)

FUNCTION: controls\_ramp\_unlocked\_off()  
calledBy:  
ramp\_simul in m2\_ramp.c, (null)

FUNCTION: controls\_cool\_hi\_temp\_flash\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_cool\_hi\_temp\_flash\_event\_edge()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
controls\_coolant\_temperature\_high in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_cool\_lo\_level\_flash\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_cool\_lo\_level\_flash\_event\_edge()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
controls\_coolant\_level\_low in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_trans\_oil\_pres\_lo\_flash\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_trans\_oil\_pres\_lo\_flash\_event\_edge()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_pressure\_low in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_trans\_oil\_temp\_hi\_flash\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_trans\_oil\_temp\_hi\_flash\_event\_edge()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
controls\_transmission\_oil\_temperature\_high in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_fuel\_filt\_clog\_flash\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_fuel\_filt\_clog\_flash\_event\_edge()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
controls\_fuel\_filter\_clogged in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_launcher\_up\_flash\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_launcher\_up\_flash\_event\_edge()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
controls\_gunner\_tow\_launcher\_on in m2\_ctl\_tpc.c, (null)

FUNCTION: controls\_air\_clean\_clog\_flash\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)

FUNCTION: controls\_air\_clean\_clog\_flash\_event\_edge()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
controls\_air\_cleaner\_clogged in m2\_ctl\_mpc.c, (null)  
FUNCTION: controls\_eng\_oil\_pres\_lo\_flash\_check()  
calledBy:  
controls\_master\_power\_routines in m2\_ctl\_mpc.c, (null)  
FUNCTION: controls\_eng\_oil\_pres\_lo\_flash\_event\_edge()  
calledBy:  
controls\_master\_power\_on in m2\_ctl\_mpc.c, (null)  
controls\_driver\_panel\_test\_on in m2\_ctl\_mpc.c, (null)  
controls\_engine\_oil\_pressure\_low in m2\_ctl\_mpc.c, (null)  
FUNCTION: controls\_kill\_hull\_radio()  
calledBy:  
controls\_kill\_radio in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_restore\_hull\_radio()  
calledBy:  
controls\_restore\_radio in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_kill\_hull\_intercom()  
calledBy:  
controls\_kill\_intercom in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_restore\_hull\_intercom()  
calledBy:  
controls\_restore\_intercom in m2\_ctl\_tpc.c, (null)  
FILE: m2\_ctl\_tdc.c  
FUNCTION: controls\_tdc\_init()  
calledBy:  
controls\_restore\_controls in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_drive\_routines()  
calledBy:  
controls\_turret\_drive\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_drive\_edges\_clear()  
calledBy:  
controls\_edge\_init in m2\_ctl\_fsm.c, (null)  
controls\_turret\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_drive\_on()  
calledBy:  
controls\_turret\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_drive\_off()  
calledBy:  
controls\_turret\_drive\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_stab\_on()  
calledBy:  
turret\_stab\_on in m2\_turret.c, (null)  
FUNCTION: controls\_turret\_stab\_off()  
calledBy:  
turret\_init in m2\_turret.c, (null)  
turret\_stab\_off in m2\_turret.c, (null)  
FUNCTION: controls\_gunner\_traverse\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_traverse\_init()



calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_traverse\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_elevation\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_elevation\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_elevation\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_traverse\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_traverse\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_traverse\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_elevation\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_elevation\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_elevation\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_turret\_stab\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_turret\_stab\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_turret\_stab\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_palm\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_palm\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_palm\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_fast\_slew\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_fast\_slew\_init()

calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_fast\_slew\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_trigger\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_trigger\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_gunner\_trigger\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_palm\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_palm\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_palm\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_fast\_slew\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_fast\_slew\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_fast\_slew\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_trigger\_check()  
calledBy:  
controls\_turret\_drive\_routines in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_trigger\_init()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: controls\_commander\_trigger\_exit()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FILE: m2\_ctl\_tnp.c  
FUNCTION: controls\_tnp\_init()  
calledBy:  
controls\_restore\_controls in m2\_ctl\_fsm.c, (null)  
veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: controls\_turret\_no\_power\_edges\_clear()  
calledBy:  
controls\_edge\_init in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_no\_power\_routines()  
calledBy:  
controls\_turret\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_drive\_next\_state in m2\_ctl\_fsm.c, (null)

FUNCTION: controls\_cupola\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_cupola\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, IFNDEF BAE\_BUTTERFLY

FUNCTION: controls\_range\_select\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_range\_select\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_mag\_select\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_mag\_select\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_gunner\_brow\_pad\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_gunner\_brow\_pad\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_gunner\_brow\_pad\_exit()  
calledBy:  
controls\_turret\_no\_power\_off in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_commander\_brow\_pad\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_commander\_brow\_pad\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_commander\_brow\_pad\_exit()  
calledBy:  
controls\_turret\_no\_power\_off in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_grid\_azimuth\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_cupola\_up\_down\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_cupola\_up\_down\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_cupola\_up\_down\_exit()  
calledBy:  
controls\_turret\_no\_power\_off in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_receive\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_send\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_internal\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_hei\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_apds\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_tow\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_dragon\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_hei\_can\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_hei\_can\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_hei\_can\_exit()  
calledBy:  
controls\_turret\_no\_power\_off in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_apds\_can\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_apds\_can\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_ammo\_apds\_can\_exit()  
calledBy:  
controls\_turret\_no\_power\_off in m2\_ctl\_tnp.c, (null)

FUNCTION: controls\_turret\_no\_power\_off()  
calledBy:  
controls\_turret\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_drive\_next\_state in m2\_ctl\_fsm.c, (null)

FUNCTION: controls\_ammo\_panel\_test\_on()  
calledBy:  
controls\_commander\_panel\_test\_on in m2\_ctl\_tpc.c, (null)

FUNCTION: controls\_ammo\_panel\_test\_restore()  
calledBy:  
controls\_commander\_panel\_test\_restore in m2\_ctl\_tpc.c, (null)

FUNCTION: controls\_turret\_slope\_ind(radians, centered)  
calledBy:  
slope\_simul in m2\_slope.c, (null)

FUNCTION: controls\_slope\_tow\_ready\_to\_fire()

FUNCTION: controls\_gunner\_brow\_pad\_on()  
calledBy:  
vision\_gunner\_brow\_pad\_on in m2\_vision.c, (null)  
vision\_gunner\_brow\_pad\_on in new\_vision.c, (null)

FUNCTION: controls\_gunner\_brow\_pad\_off()  
calledBy:

vision\_gunner\_brow\_pad\_off in m2\_vision.c, (null)  
vision\_gunner\_brow\_pad\_off in new\_vision.c, (null)  
FUNCTION: controls\_commander\_brow\_pad\_on()  
calledBy:  
vision\_commander\_brow\_pad\_on in m2\_vision.c, (null)  
vision\_commander\_brow\_pad\_on in new\_vision.c, (null)  
FUNCTION: controls\_commander\_brow\_pad\_off()  
calledBy:  
vision\_commander\_brow\_pad\_off in m2\_vision.c, (null)  
vision\_commander\_brow\_pad\_off in new\_vision.c, (null)  
FUNCTION: controls\_lo\_mag\_reticle()  
calledBy:  
isu\_simul in m2\_isu.c, (null)  
FUNCTION: controls\_hi\_mag\_reticle()  
calledBy:  
isu\_simul in m2\_isu.c, (null)  
FUNCTION: controls\_tow\_reticle()  
calledBy:  
isu\_simul in m2\_isu.c, (null)  
FUNCTION: controls\_no\_reticle()  
calledBy:  
isu\_simul in m2\_isu.c, (null)  
FUNCTION: controls\_rounds\_on\_board(rounds)  
calledBy:  
ammo\_rounds\_on\_board\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_blank\_rounds\_on\_board()  
calledBy:  
ammo\_rounds\_on\_board\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_turret\_power\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_turret\_power\_init()  
calledBy:  
controls\_tnp\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_turret\_power\_exit()  
calledBy:  
controls\_turret\_no\_power\_off in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_receive\_flash\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_receive\_flash\_event\_edge()  
calledBy:  
controls\_receive\_flash in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_send\_flash\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_send\_flash\_event\_edge()  
calledBy:  
controls\_send\_flash in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_internal\_flash\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_internal\_flash\_event\_edge()  
calledBy:

controls\_internal\_flash in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_hei\_flash\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_hei\_flash\_event\_edge()  
calledBy:  
controls\_hei\_flash in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_apds\_flash\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_apds\_flash\_event\_edge()  
calledBy:  
controls\_apds\_flash in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_tow\_flash\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_tow\_flash\_event\_edge()  
calledBy:  
controls\_tow\_flash in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_dragon\_flash\_check()  
calledBy:  
controls\_turret\_no\_power\_routines in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_dragon\_flash\_event\_edge()  
calledBy:  
controls\_dragon\_flash in m2\_ctl\_tnp.c, (null)  
FUNCTION: controls\_receive\_off()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
FUNCTION: controls\_receive\_on()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
ammo\_resupply\_timeout\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_receive\_flash()  
calledBy:  
ammo\_start\_external\_resupply in m2\_ammo.c, (null)  
FUNCTION: controls\_send\_off()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
FUNCTION: controls\_send\_on()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
FUNCTION: controls\_send\_flash()  
calledBy:  
ammo\_start\_external\_send in m2\_ammo.c, (null)  
FUNCTION: controls\_internal\_off()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
FUNCTION: controls\_internal\_on()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
ammo\_resupply\_timeout\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_internal\_flash()  
calledBy:  
ammo\_start\_internal\_resupply in m2\_ammo.c, (null)

FUNCTION: controls\_hei\_off()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)

FUNCTION: controls\_hei\_on()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
ammo\_resupply\_timeout\_check in m2\_ammo.c, (null)

FUNCTION: controls\_hei\_flash()  
calledBy:  
ammo\_start\_internal\_resupply in m2\_ammo.c, (null)  
ammo\_start\_external\_resupply in m2\_ammo.c, (null)

FUNCTION: controls\_apds\_off()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)

FUNCTION: controls\_apds\_on()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
ammo\_resupply\_timeout\_check in m2\_ammo.c, (null)

FUNCTION: controls\_apds\_flash()  
calledBy:  
ammo\_start\_internal\_resupply in m2\_ammo.c, (null)  
ammo\_start\_external\_resupply in m2\_ammo.c, (null)

FUNCTION: controls\_tow\_off()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)

FUNCTION: controls\_tow\_on()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
ammo\_resupply\_timeout\_check in m2\_ammo.c, (null)

FUNCTION: controls\_tow\_flash()  
calledBy:  
ammo\_start\_internal\_resupply in m2\_ammo.c, (null)  
ammo\_start\_external\_resupply in m2\_ammo.c, (null)

FUNCTION: controls\_dragon\_off()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)

FUNCTION: controls\_dragon\_on()  
calledBy:  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
ammo\_resupply\_timeout\_check in m2\_ammo.c, (null)

FUNCTION: controls\_dragon\_flash()  
calledBy:  
ammo\_start\_external\_resupply in m2\_ammo.c, (null)

FILE: m2\_ctl\_tpc.c

FUNCTION: controls\_tpc\_init()  
calledBy:  
controls\_restore\_controls in m2\_ctl\_fsm.c, (null)  
veh\_spec\_init in m2\_main.c, (null)

FUNCTION: controls\_turret\_power\_routines()  
calledBy:  
controls\_turret\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_drive\_next\_state in m2\_ctl\_fsm.c, (null)

FUNCTION: controls\_turret\_power\_edges\_clear()  
calledBy:

controls\_edge\_init in m2\_ctl\_fsm.c, (null)  
controls\_turret\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_power\_on()  
calledBy:  
controls\_turret\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_turret\_power\_off()  
calledBy:  
controls\_turret\_power\_next\_state in m2\_ctl\_fsm.c, (null)  
controls\_turret\_drive\_next\_state in m2\_ctl\_fsm.c, (null)  
FUNCTION: controls\_commander\_panel\_status()  
calledBy:  
controls\_lamp\_init in m2\_ctl\_fsm.c, (null)  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
controls\_turret\_stab\_off in m2\_ctl\_tdc.c, (null)  
controls\_turret\_slope\_ind in m2\_ctl\_tnp.c, (null)  
controls\_receive\_off in m2\_ctl\_tnp.c, (null)  
controls\_send\_off in m2\_ctl\_tnp.c, (null)  
controls\_internal\_off in m2\_ctl\_tnp.c, (null)  
controls\_hei\_off in m2\_ctl\_tnp.c, (null)  
controls\_apds\_off in m2\_ctl\_tnp.c, (null)  
controls\_tow\_off in m2\_ctl\_tnp.c, (null)  
controls\_dragon\_off in m2\_ctl\_tnp.c, (null)  
controls\_commander\_backup\_power\_off in m2\_ctl\_tpc.c, (null)  
controls\_commander\_drive\_malfunction\_off in m2\_ctl\_tpc.c, (null)  
controls\_tow\_test\_off in m2\_ctl\_tpc.c, (null)  
controls\_firectl\_arm\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_ammo\_reversed\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_launcher\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_tow\_circuit\_closed in m2\_ctl\_tpc.c, (null)  
controls\_25\_mm\_gun\_malf\_off in m2\_ctl\_tpc.c, (null)  
controls\_gunner\_drive\_malfunction\_off in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_tow in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_no\_round in m2\_ctl\_tpc.c, (null)  
controls\_turret\_ref\_ind in m2\_ctl\_tpc.c, (null)  
controls\_bolt\_position\_neither in m2\_ctl\_tpc.c, (null)  
controls\_low\_ammo\_off in m2\_ctl\_tpc.c, (null)  
controls\_missile1\_off in m2\_ctl\_tpc.c, (null)  
controls\_missile2\_off in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_test\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_test\_init()  
calledBy:  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_test\_exit()  
calledBy:  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_test\_on()



calledBy:  
controls\_commander\_panel\_test\_check in m2\_ctl\_tpc.c, (null)  
controls\_commander\_panel\_test\_init in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_panel\_test\_restore()  
calledBy:  
controls\_commander\_panel\_test\_check in m2\_ctl\_tpc.c, (null)  
controls\_commander\_panel\_test\_init in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_commander\_backup\_power\_on()  
calledBy:  
electsys\_turret\_backup\_power\_request in m2\_electsys.c, (null)  
FUNCTION: controls\_commander\_backup\_power\_off()  
calledBy:  
electsys\_turret\_backup\_power\_request in m2\_electsys.c, (null)  
electsys\_hull\_power\_request in m2\_electsys.c, (null)  
FUNCTION: controls\_commander\_drive\_malfunction\_on()  
FUNCTION: controls\_commander\_drive\_malfunction\_off()  
FUNCTION: controls\_tow\_test\_on()  
calledBy:  
ammo\_tow\_test\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_tow\_test\_off()  
calledBy:  
ammo\_tow\_test\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_firectl\_arm\_on()  
calledBy:  
firectl\_arm in jwc\_firectl.c, (null)  
firectl\_arm in m2\_firectl.c, (null)  
FUNCTION: controls\_firectl\_arm\_off()  
calledBy:  
firectl\_safe in jwc\_firectl.c, (null)  
firectl\_reset in jwc\_firectl.c, (null)  
firectl\_safe in m2\_firectl.c, (null)  
firectl\_reset in m2\_firectl.c, (null)  
FUNCTION: controls\_gunner\_ammo\_reversed\_on()  
calledBy:  
ammo\_reversed\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_gunner\_ammo\_reversed\_off()  
calledBy:  
ammo\_reversed\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_gunner\_tow\_launcher\_on()  
calledBy:  
launcher\_simul in m2\_launcher.c, (null)  
FUNCTION: controls\_gunner\_tow\_launcher\_off()  
calledBy:  
launcher\_simul in m2\_launcher.c, (null)  
FUNCTION: controls\_gunner\_tow\_circuit\_open()  
FUNCTION: controls\_gunner\_tow\_circuit\_closed()  
FUNCTION: controls\_25\_mm\_gun\_malf\_on()  
FUNCTION: controls\_25\_mm\_gun\_malf\_off()  
FUNCTION: controls\_gunner\_drive\_malfunction\_on()  
FUNCTION: controls\_gunner\_drive\_malfunction\_off()  
FUNCTION: controls\_turret\_drive\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_turret\_drive\_init()

calledBy:  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_turret\_drive\_exit()  
calledBy:  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_arm\_safe\_reset\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_arm\_safe\_reset\_init()  
calledBy:  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_arm\_safe\_reset\_exit()  
calledBy:  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_round\_select\_ap\_ss()  
calledBy:  
ammo\_ap\_ss\_pushed in m2\_ammo.c, (null)  
FUNCTION: controls\_round\_select\_he\_ss()  
calledBy:  
ammo\_he\_ss\_pushed in m2\_ammo.c, (null)  
FUNCTION: controls\_round\_select\_ap\_lo()  
calledBy:  
ammo\_ap\_lo\_pushed in m2\_ammo.c, (null)  
FUNCTION: controls\_round\_select\_he\_lo()  
calledBy:  
ammo\_he\_lo\_pushed in m2\_ammo.c, (null)  
FUNCTION: controls\_round\_select\_ap\_hi()  
calledBy:  
ammo\_ap\_hi\_pushed in m2\_ammo.c, (null)  
FUNCTION: controls\_round\_select\_he\_hi()  
calledBy:  
ammo\_he\_hi\_pushed in m2\_ammo.c, (null)  
FUNCTION: controls\_round\_select\_tow()  
calledBy:  
ammo\_tow\_select\_pushed in m2\_ammo.c, (null)  
FUNCTION: controls\_round\_select\_no\_round()  
calledBy:  
ammo\_tow\_launcher\_off in m2\_ammo.c, (null)  
ammo\_gps\_mag\_4x in m2\_ammo.c, (null)  
ammo\_turret\_power\_off in m2\_ammo.c, (null)  
ammo\_restore\_ammo in m2\_ammo.c, (null)  
FUNCTION: controls\_low\_ammo\_override\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gunner\_launcher\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gunner\_launcher\_init()  
calledBy:  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gunner\_launcher\_exit()  
calledBy:  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_misfire\_check()

calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_break\_turret\_ref\_ind()  
FUNCTION: controls\_replace\_turret\_ref\_ind()  
FUNCTION: controls\_turret\_ref\_ind(radians)  
calledBy:  
turret\_simul in m2\_turret.c, (null)  
FUNCTION: controls\_ap\_ss\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_he\_ss\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_ap\_lo\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_he\_lo\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_ap\_hi\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_he\_hi\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gunner\_tow\_select\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gunner\_tow\_test\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gunner\_missile1\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_gunner\_missile2\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_bolt\_position\_neither()  
FUNCTION: controls\_bolt\_position\_sear()  
calledBy:  
ammo\_init in m2\_ammo.c, (null)  
ammo\_weapon\_is\_fired in m2\_ammo.c, (null)  
ammo\_misfire\_corrected in m2\_ammo.c, (null)  
ammo\_restore\_ammo in m2\_ammo.c, (null)  
FUNCTION: controls\_bolt\_position\_misfire()  
calledBy:  
ammo\_weapon\_is\_misfired in m2\_ammo.c, (null)  
FUNCTION: controls\_low\_ammo\_off()  
calledBy:  
ammo\_low\_ammo\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_low\_ammo\_on()  
calledBy:  
ammo\_low\_ammo\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_low\_ammo\_flash()

calledBy:  
ammo\_low\_ammo\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_missile1\_off()  
calledBy:  
ammo\_missile2\_pushed in m2\_ammo.c, (null)  
controls\_round\_select\_ap\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_tow in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_no\_round in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_missile1\_on()  
calledBy:  
ammo\_missile1\_pushed in m2\_ammo.c, (null)  
ammo\_resupply\_timeout\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_missile1\_flash()  
calledBy:  
ammo\_missile1\_pushed in m2\_ammo.c, (null)  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
FUNCTION: controls\_missile2\_off()  
calledBy:  
ammo\_missile1\_pushed in m2\_ammo.c, (null)  
controls\_round\_select\_ap\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_ss in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_lo in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_ap\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_he\_hi in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_tow in m2\_ctl\_tpc.c, (null)  
controls\_round\_select\_no\_round in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_missile2\_on()  
calledBy:  
ammo\_missile2\_pushed in m2\_ammo.c, (null)  
ammo\_resupply\_timeout\_check in m2\_ammo.c, (null)  
FUNCTION: controls\_missile2\_flash()  
calledBy:  
ammo\_missile2\_pushed in m2\_ammo.c, (null)  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
FUNCTION: controls\_sear\_flash\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_sear\_flash\_event\_edge()  
calledBy:  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
controls\_bolt\_position\_misfire in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_low\_ammo\_flash\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_low\_ammo\_flash\_event\_edge()  
calledBy:  
controls\_low\_ammo\_flash in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_missile1\_flash\_check()

calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_missile1\_flash\_event\_edge()  
calledBy:  
controls\_missile1\_flash in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_missile2\_flash\_check()  
calledBy:  
controls\_turret\_power\_routines in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_missile2\_flash\_event\_edge()  
calledBy:  
controls\_missile2\_flash in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_kill\_radio()  
FUNCTION: controls\_restore\_radio()  
FUNCTION: controls\_kill\_intercom()  
FUNCTION: controls\_restore\_intercom()  
FUNCTION: controls\_kill\_turret\_radio()  
calledBy:  
controls\_kill\_radio in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_restore\_turret\_radio()  
calledBy:  
controls\_restore\_radio in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_kill\_turret\_intercom()  
calledBy:  
controls\_kill\_intercom in m2\_ctl\_tpc.c, (null)  
FUNCTION: controls\_restore\_turret\_intercom()  
calledBy:  
controls\_restore\_intercom in m2\_ctl\_tpc.c, (null)  
FILE: m2\_cupola.c  
FUNCTION: cupola\_get\_cws\_cos\_and\_sin(cosine, sine)  
calledBy:  
cig\_prepare\_buffer in m2\_cig.c, (null)  
FUNCTION: cupola\_get\_real\_cws\_cos\_and\_sin(cosine, sine)  
calledBy:  
cig\_msg\_prepend\_my\_veh\_state in m2\_cig.c, (null)  
FUNCTION: convert\_disp\_to\_angle(disp, fov, psin, pcos, offset)  
calledBy:  
cupola\_simul in m2\_cupola.c, (null)  
FUNCTION: cupola\_cws\_new\_value(val)  
calledBy:  
controls\_cupola\_check in m2\_ctl\_tnp.c, IFNDEF BAE\_BUTTERFLY  
controls\_cupola\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: cupola\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: cupola\_init()  
calledBy:  
veh\_spec\_init in m2\_main.c, (null)  
FILE: m2\_dtrain.c  
FUNCTION: check\_for\_thrown\_track()  
calledBy:  
drivetrain\_simul in m2\_dtrain.c, (null)  
FUNCTION: drivetrain\_simul()  
calledBy:  
powertrain\_simul in m2\_pttrain.c, (null)

FUNCTION: rotational\_friction\_factor(v, w)  
    calledBy:  
        drivetrain\_simul in m2\_dtrain.c, (null)  
FUNCTION: compute\_traction\_force(pitch\_sin, state, soil\_type)  
    calledBy:  
        drivetrain\_simul in m2\_dtrain.c, (null)  
FUNCTION: check\_for\_slip(traction\_force)  
    calledBy:  
        drivetrain\_simul in m2\_dtrain.c, (null)  
FUNCTION: check\_forward\_collision(v)  
    calledBy:  
        drivetrain\_simul in m2\_dtrain.c, (null)  
FUNCTION: check\_side\_collision(w)  
    calledBy:  
        drivetrain\_simul in m2\_dtrain.c, (null)  
FUNCTION: drivetrain\_get\_vehicle\_speed()  
    calledBy:  
        controls\_grid\_azimuth\_check in m2\_ctl\_tnp.c, (null)  
        launcher\_up in m2\_launcher.c, (null)  
        odometer\_simul in m2\_odom.c, (null)  
        transmission\_dump in m2\_trans.c, IFDEF PTRAIN\_DEBUG  
        turret\_collision\_detected in m2\_turret.c, (null)  
        weapons\_simul in m2\_weapons.c, (null)  
FUNCTION: drivetrain\_left\_omega()  
FUNCTION: drivetrain\_right\_omega()  
FUNCTION: drivetrain\_set\_brake(val)  
    calledBy:  
        controls\_parking\_brake\_init in m2\_ctl\_hnp.c, (null)  
        controls\_service\_brake\_check in m2\_ctl\_hnp.c, (null)  
        controls\_service\_brake\_exit in m2\_ctl\_hnp.c, (null)  
        controls\_service\_brake\_init in m2\_ctl\_hnp.c, (null)  
FUNCTION: drivetrain\_parking\_brake\_set()  
    calledBy:  
        controls\_parking\_brake\_check in m2\_ctl\_hnp.c, (null)  
        controls\_parking\_brake\_init in m2\_ctl\_hnp.c, (null)  
FUNCTION: drivetrain\_parking\_brake\_release()  
    calledBy:  
        controls\_parking\_brake\_check in m2\_ctl\_hnp.c, (null)  
        controls\_parking\_brake\_init in m2\_ctl\_hnp.c, (null)  
        controls\_parking\_brake\_exit in m2\_ctl\_hnp.c, (null)  
FUNCTION: drivetrain\_service\_brake\_failure()  
FUNCTION: drivetrain\_repair\_service\_brake()  
FUNCTION: drivetrain\_parking\_brake\_failure()  
FUNCTION: drivetrain\_repair\_parking\_brake()  
FUNCTION: drivetrain\_throw\_right\_track()  
FUNCTION: drivetrain\_throw\_left\_track()  
FUNCTION: drivetrain\_repair\_thrown\_tracks()  
FUNCTION: dump\_drivetrain\_state()  
FUNCTION: drivetrain\_data\_title()  
FUNCTION: drivetrain\_data\_banner()  
FUNCTION: drivetrain\_data\_dump()  
FUNCTION: drivetrain\_banner()  
FUNCTION: drivetrain\_dump()  
FUNCTION: drivetrain\_init()

calledBy:  
powertrain\_init in m2\_pttrain.c, (null)  
FILE: m2\_dust.c  
FUNCTION: tracks\_get\_dust\_cloud()  
calledBy:  
drivetrain\_simul in m2\_dtrain.c, (null)  
FILE: m2\_electsys.c  
FUNCTION: electsys\_charge\_battery()  
calledBy:  
electsys\_simul in m2\_electsys.c, (null)  
FUNCTION: electsys\_discharge\_hull\_battery(delta)  
calledBy:  
electsys\_simul in m2\_electsys.c, (null)  
electsys\_engine\_start\_request in m2\_electsys.c, (null)  
electsys\_tow\_request in m2\_electsys.c, (null)  
electsys\_turret\_elevation\_request in m2\_electsys.c, (null)  
electsys\_turret\_traverse\_request in m2\_electsys.c, (null)  
electsys\_25mm\_gun\_request in m2\_electsys.c, (null)  
electsys\_fuel\_xfer\_pump\_request in m2\_electsys.c, (null)  
FUNCTION: electsys\_discharge\_turret\_backup\_battery(delta)  
calledBy:  
electsys\_tow\_request in m2\_electsys.c, (null)  
electsys\_turret\_elevation\_request in m2\_electsys.c, (null)  
electsys\_turret\_traverse\_request in m2\_electsys.c, (null)  
electsys\_25mm\_gun\_request in m2\_electsys.c, (null)  
FUNCTION: electsys\_rads\_to\_volts(rads)  
FUNCTION: electsys\_handle\_leaky\_hull\_battery()  
FUNCTION: electsys\_handle\_leaky\_turret\_backup\_battery()  
FUNCTION: electsys\_turret\_backup\_power\_request()  
calledBy:  
electsys\_handle\_leaky\_hull\_battery in m2\_electsys.c, (null)  
electsys\_turret\_power\_request in m2\_electsys.c, (null)  
electsys\_hull\_power\_off in m2\_electsys.c, (null)  
FUNCTION: electsys\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: electsys\_hull\_dead()  
calledBy:  
electsys\_dead in m2\_electsys.c, (null)  
FUNCTION: electsys\_turret\_dead()  
calledBy:  
electsys\_dead in m2\_electsys.c, (null)  
FUNCTION: electsys\_dead()  
FUNCTION: electsys\_drive\_malfunction\_status()  
calledBy:  
firectl\_25mm\_ready\_to\_fire in jwc\_firectl.c, (null)  
firectl\_tow\_ready\_to\_fire in jwc\_firectl.c, (null)  
firectl\_25mm\_ready\_to\_fire in m2\_firectl.c, (null)  
firectl\_tow\_ready\_to\_fire in m2\_firectl.c, (null)  
FUNCTION: electsys\_set\_turret\_drive\_status(status)  
FUNCTION: electsys\_25mm\_gun\_malfunction\_status()  
calledBy:  
firectl\_25mm\_ready\_to\_fire in jwc\_firectl.c, (null)  
firectl\_25mm\_ready\_to\_fire in m2\_firectl.c, (null)

FUNCTION: electsys\_set\_25mm\_gun\_malfunction\_status(status)

FUNCTION: electsys\_tow\_circuit\_open\_status()

calledBy:

firectl\_tow\_ready\_to\_fire in jwc\_firectl.c, (null)

ammo\_tow\_test\_check in m2\_ammo.c, (null)

firectl\_tow\_ready\_to\_fire in m2\_firectl.c, (null)

FUNCTION: electsys\_set\_tow\_circuit\_open\_status(status)

FUNCTION: electsys\_hull\_power\_request()

calledBy:

controls\_hull\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)

FUNCTION: electsys\_turret\_power\_request()

calledBy:

controls\_turret\_no\_power\_next\_state in m2\_ctl\_fsm.c, (null)

FUNCTION: electsys\_engine\_start\_request()

calledBy:

engine\_crank in m2\_engine.c, (null)

FUNCTION: electsys\_tow\_request()

calledBy:

tow\_fired\_check in m2\_weapons.c, (null)

FUNCTION: electsys\_turret\_elevation\_request(percent)

calledBy:

turret\_calc\_gun\_elev in m2\_turret.c, (null)

FUNCTION: electsys\_turret\_traverse\_request(percent)

calledBy:

turret\_calc\_turret\_slew in m2\_turret.c, (null)

FUNCTION: electsys\_25mm\_gun\_request()

calledBy:

weapons\_fire in m2\_weapons.c, (null)

FUNCTION: electsys\_fuel\_xfer\_pump\_request()

calledBy:

fuel\_simul in m2\_fuelsys.c, (null)

FUNCTION: electsys\_get\_hull\_battery\_voltage()

calledBy:

fill\_vehicle\_spec\_status in m2\_network.c, (null)

FUNCTION: electsys\_get\_turret\_backup\_battery\_voltage()

calledBy:

fill\_vehicle\_spec\_status in m2\_network.c, (null)

FUNCTION: electsys\_replace\_generator()

FUNCTION: electsys\_generator\_failure()

FUNCTION: electsys\_replace\_hull\_battery()

FUNCTION: electsys\_replace\_turret\_backup\_battery()

FUNCTION: electsys\_turret\_power\_off()

calledBy:

controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)

FUNCTION: electsys\_hull\_power\_off()

calledBy:

controls\_master\_power\_off in m2\_ctl\_mpc.c, (null)

FUNCTION: print\_electsys\_variables()

FUNCTION: electsys\_reborn()

FUNCTION: electsys\_turret\_reborn()

calledBy:

electsys\_reborn in m2\_electsys.c, (null)

FUNCTION: electsys\_hull\_reborn()

calledBy:



electsys\_reborn in m2\_electsys.c, (null)  
FUNCTION: electsys\_init\_batteries(hull, turret)  
calledBy:  
network\_process\_activation\_parameters in m2\_network.c, (null)  
FUNCTION: electsys\_voltmeter\_disabled()  
calledBy:  
main in m2\_main.c, (null)  
FUNCTION: electsys\_init()  
calledBy:  
veh\_spec\_init in m2\_main.c, (null)  
FILE: m2\_engfail.c  
FUNCTION: engine\_coolant\_leak()  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: engine\_coolant\_normal()  
FUNCTION: engine\_clog\_fuel\_filter()  
FUNCTION: engine\_fix\_fuel\_filter()  
FUNCTION: engine\_clog\_air\_filter()  
FUNCTION: engine\_fix\_air\_filter()  
FUNCTION: engine\_oil\_leak()  
FUNCTION: engine\_oil\_normal()  
FUNCTION: engine\_fail\_starter()  
FUNCTION: engine\_fix\_starter()  
FUNCTION: engine\_failure\_update()  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: engine\_init\_power(val)  
calledBy:  
network\_process\_activation\_parameters in m2\_network.c, (null)  
FUNCTION: engine\_power\_loss()  
calledBy:  
fit\_engine\_torque in m2\_engine.c, (null)  
FUNCTION: check\_starter\_failure()  
calledBy:  
engine\_coolant\_normal in m2\_engfail.c, (null)  
engine\_fix\_fuel\_filter in m2\_engfail.c, (null)  
engine\_fix\_air\_filter in m2\_engfail.c, (null)  
engine\_oil\_normal in m2\_engfail.c, (null)  
engine\_fix\_starter in m2\_engfail.c, (null)  
FUNCTION: check\_engine\_failure()  
calledBy:  
engine\_coolant\_normal in m2\_engfail.c, (null)  
engine\_fix\_fuel\_filter in m2\_engfail.c, (null)  
engine\_fix\_air\_filter in m2\_engfail.c, (null)  
engine\_oil\_normal in m2\_engfail.c, (null)  
FILE: m2\_engine.c  
FUNCTION: engine\_simul()  
calledBy:  
powertrain\_simul in m2\_pttrain.c, (null)  
FUNCTION: engine\_start()  
calledBy:  
controller\_start in m2\_cntrlr.c, (null)  
FUNCTION: engine\_out\_of\_start()  
calledBy:

controller\_neutral in m2\_cntrlr.c, (null)  
FUNCTION: engine\_accessory\_on()  
calledBy:  
controls\_engine\_accessory\_check in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: engine\_accessory\_off()  
calledBy:  
controls\_engine\_accessory\_check in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_init in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_exit in m2\_ctl\_mpc.c, (null)  
FUNCTION: engine\_fail()  
calledBy:  
engine\_coolant\_leak in m2\_engfail.c, (null)  
engine\_clog\_fuel\_filter in m2\_engfail.c, (null)  
engine\_clog\_air\_filter in m2\_engfail.c, (null)  
engine\_oil\_leak in m2\_engfail.c, (null)  
FUNCTION: engine\_fix()  
calledBy:  
engine\_coolant\_normal in m2\_engfail.c, (null)  
engine\_fix\_fuel\_filter in m2\_engfail.c, (null)  
engine\_fix\_air\_filter in m2\_engfail.c, (null)  
engine\_oil\_normal in m2\_engfail.c, (null)  
FUNCTION: engine\_starter\_fail()  
calledBy:  
engine\_coolant\_leak in m2\_engfail.c, (null)  
engine\_clog\_fuel\_filter in m2\_engfail.c, (null)  
engine\_clog\_air\_filter in m2\_engfail.c, (null)  
engine\_oil\_leak in m2\_engfail.c, (null)  
engine\_fail\_starter in m2\_engfail.c, (null)  
FUNCTION: engine\_starter\_fix()  
calledBy:  
engine\_coolant\_normal in m2\_engfail.c, (null)  
engine\_fix\_fuel\_filter in m2\_engfail.c, (null)  
engine\_fix\_air\_filter in m2\_engfail.c, (null)  
engine\_oil\_normal in m2\_engfail.c, (null)  
engine\_fix\_starter in m2\_engfail.c, (null)  
FUNCTION: engine\_running()  
calledBy:  
electsys\_simul in m2\_electsys.c, (null)  
electsys\_hull\_power\_request in m2\_electsys.c, (null)  
electsys\_tow\_request in m2\_electsys.c, (null)  
electsys\_turret\_elevation\_request in m2\_electsys.c, (null)  
electsys\_turret\_traverse\_request in m2\_electsys.c, (null)  
electsys\_25mm\_gun\_request in m2\_electsys.c, (null)  
electsys\_fuel\_xfer\_pump\_request in m2\_electsys.c, (null)  
fuel\_simul in m2\_fuelsys.c, (null)  
FUNCTION: engine\_speed()  
calledBy:  
controller\_simul in m2\_cntrlr.c, (null)  
FUNCTION: engine\_get\_speed()  
calledBy:  
format\_vehicle\_appearance in appearance.c, (null)  
FUNCTION: engine\_rpm()  
FUNCTION: engine\_get\_max\_power()

calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
FUNCTION: engine\_set\_throttle(val)  
calledBy:  
controls\_throttle\_check in m2\_ctl\_mpc.c, (null)  
controls\_throttle\_init in m2\_ctl\_mpc.c, (null)  
controls\_throttle\_exit in m2\_ctl\_mpc.c, (null)  
FUNCTION: engine\_run()  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: engine\_crank()  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: engine\_off()  
calledBy:  
engine\_power\_loss in m2\_engfail.c, (null)  
engine\_run in m2\_engine.c, (null)  
FUNCTION: fit\_engine\_torque(throttle, speed)  
calledBy:  
engine\_run in m2\_engine.c, (null)  
FUNCTION: engine\_dump()  
FUNCTION: engine\_banner()  
FUNCTION: engine\_data\_title()  
FUNCTION: engine\_data\_banner()  
FUNCTION: engine\_data\_dump()  
FUNCTION: engine\_init()  
calledBy:  
powertrain\_init in m2\_pttrain.c, (null)  
FILE: m2\_failure.c  
FUNCTION: failure\_init()  
calledBy:  
veh\_spec\_startup in m2\_main.c, (null)  
FUNCTION: failure\_collision\_damages(direction, cause, event\_id)  
FUNCTION: failure\_check\_cat\_kill(hit\_msg, ammo\_type)  
calledBy:  
veh\_impact\_me in impact.c, (null)  
FUNCTION: failure\_check\_indir\_fire\_damages(ammo\_type, indir\_fire\_msg,  
r\_squared, detonation\_num)  
calledBy:  
process\_indirect\_fire in indir\_fire.c, (null)  
FILE: m2\_firectl.c  
FUNCTION: firectl\_init()  
calledBy:  
veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: firectl\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: firectl\_gps\_mag\_4x()  
calledBy:  
controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: firectl\_gps\_mag\_12x()  
calledBy:  
controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)

controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: firectl\_gps\_mag\_status()  
FUNCTION: firectl\_arm()  
calledBy:  
controls\_arm\_safe\_reset\_check in m2\_ctl\_tpc.c, (null)  
controls\_arm\_safe\_reset\_init in m2\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_safe()  
calledBy:  
controls\_arm\_safe\_reset\_check in m2\_ctl\_tpc.c, (null)  
controls\_arm\_safe\_reset\_init in m2\_ctl\_tpc.c, (null)  
controls\_arm\_safe\_reset\_exit in m2\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_reset()  
calledBy:  
controls\_arm\_safe\_reset\_check in m2\_ctl\_tpc.c, (null)  
controls\_arm\_safe\_reset\_init in m2\_ctl\_tpc.c, (null)  
FUNCTION: firectl\_arm\_safe\_reset\_status()  
FUNCTION: firectl\_weapon\_removed()  
calledBy:  
ammo\_weapon\_removed in m2\_ammo.c, (null)  
FUNCTION: firectl\_weapon\_ready()  
calledBy:  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: firectl\_25mm\_ready\_to\_fire()  
calledBy:  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: firectl\_tow\_ready\_to\_fire()  
calledBy:  
tow\_fired\_check in m2\_weapons.c, (null)  
weapons\_fire in m2\_weapons.c, (null)  
FILE: m2\_fuelsys.c  
FUNCTION: fuel\_init\_tanks(top, bottom)  
calledBy:  
keyboard\_simul in m2\_keybrd.c, (null)  
network\_process\_activation\_parameters in m2\_network.c, (null)  
FUNCTION: fuel\_init()  
calledBy:  
network\_use\_activation in use\_activ.c, (null)  
FUNCTION: fuel\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: fuel\_top\_tank\_not\_empty()  
calledBy:  
fuel\_set\_flow in m2\_fuelsys.c, (null)  
FUNCTION: fuel\_set\_flow(value)  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: fuel\_xfer\_fuel()  
calledBy:  
fuel\_simul in m2\_fuelsys.c, (null)  
FUNCTION: fuel\_engine\_accessory\_on()  
calledBy:  
controls\_engine\_accessory\_check in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: fuel\_engine\_accessory\_off()

calledBy:  
controls\_engine\_accessory\_check in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_init in m2\_ctl\_mpc.c, (null)  
controls\_engine\_accessory\_exit in m2\_ctl\_mpc.c, (null)  
FUNCTION: fuel\_level\_bottom()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
FUNCTION: fuel\_level\_top()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
FUNCTION: fuel\_supply\_full(delta)  
calledBy:  
fuel\_receive\_quiet\_state in m2\_resupp.c, (null)  
fuel\_receive\_request\_state in m2\_resupp.c, (null)  
fuel\_receive\_loading\_state in m2\_resupp.c, (null)  
FUNCTION: fuel\_decide\_resupply\_quantity()  
calledBy:  
send\_feed\_me\_packets\_fuel\_carriers in resupp.c, (null)  
send\_feed\_me\_packets\_fuel\_carriers in m2\_resupp.c, (null)  
FUNCTION: fuel\_start\_external\_resupply(fuel\_offered)  
calledBy:  
resupply\_offer\_packet in resupp.c, (null)  
resupply\_offer\_packet in m2\_resupp.c, (null)  
FUNCTION: fuel\_stop\_resupply()  
calledBy:  
fuel\_resupply\_receive\_timeout\_check in fuelsys.c, (null)  
fuel\_resupply\_tank in fuelsys.c, (null)  
fuel\_receive\_loading\_state in resupp.c, (null)  
fuel\_simul in m2\_fuelsys.c, (null)  
fuel\_receive\_loading\_state in m2\_resupp.c, (null)  
FUNCTION: fuel\_resupply\_tank()  
calledBy:  
fuel\_receive\_loading\_state in resupp.c, (null)  
fuel\_simul in m2\_fuelsys.c, (null)  
FUNCTION: print\_fuel\_variables()  
FUNCTION: fuel\_on()  
calledBy:  
controls\_fuel\_check in m2\_ctl\_hnp.c, (null)  
controls\_fuel\_init in m2\_ctl\_hnp.c, (null)  
FUNCTION: fuel\_off()  
calledBy:  
controls\_fuel\_check in m2\_ctl\_hnp.c, (null)  
controls\_fuel\_init in m2\_ctl\_hnp.c, (null)  
FUNCTION: fuel\_transfer\_pump\_failure()  
FUNCTION: fuel\_repair\_transfer\_pump()  
FILE: m2\_gages.c  
FUNCTION: gage\_oil\_pressure(speed, o\_temp)  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: gage\_oil\_temperature(old\_temp, cool\_temp, speed, torque)  
calledBy:  
engine\_simul in m2\_engine.c, (null)  
FUNCTION: gage\_coolant\_temperature(old\_temp, o\_temp, speed, fail\_factor)  
calledBy:

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    engine_simul in m2_engine.c, (null)
FILE: m2_handles.c
FUNCTION: handles_simul()
    calledBy:
        veh_spec_simulate in m2_main.c, (null)
FUNCTION: handles_gunner_control_fixed()
FUNCTION: handles_gunner_control_broken()
FUNCTION: handles_commander_control_fixed()
FUNCTION: handles_commander_control_broken()
FUNCTION: handles_gunner_palm_on()
    calledBy:
        controls_gunner_palm_check in m2_ctl_tdc.c, (null)
        controls_gunner_palm_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_palm_off()
    calledBy:
        controls_gunner_palm_check in m2_ctl_tdc.c, (null)
        controls_gunner_palm_init in m2_ctl_tdc.c, (null)
        controls_gunner_palm_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_palm_on()
    calledBy:
        controls_commander_palm_check in m2_ctl_tdc.c, (null)
        controls_commander_palm_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_palm_off()
    calledBy:
        controls_commander_palm_check in m2_ctl_tdc.c, (null)
        controls_commander_palm_init in m2_ctl_tdc.c, (null)
        controls_commander_palm_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_fast_slew_on()
    calledBy:
        controls_gunner_fast_slew_check in m2_ctl_tdc.c, (null)
        controls_gunner_fast_slew_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_fast_slew_off()
    calledBy:
        controls_gunner_fast_slew_check in m2_ctl_tdc.c, (null)
        controls_gunner_fast_slew_init in m2_ctl_tdc.c, (null)
        controls_gunner_fast_slew_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_fast_slew_on()
    calledBy:
        controls_commander_fast_slew_check in m2_ctl_tdc.c, (null)
        controls_commander_fast_slew_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_fast_slew_off()
    calledBy:
        controls_commander_fast_slew_check in m2_ctl_tdc.c, (null)
        controls_commander_fast_slew_init in m2_ctl_tdc.c, (null)
        controls_commander_fast_slew_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_set_gunner_elevation(elevation_rate)
    calledBy:
        controls_gunner_elevation_check in m2_ctl_tdc.c, (null)
        controls_gunner_elevation_init in m2_ctl_tdc.c, (null)
        controls_gunner_elevation_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_set_commander_elevation(elevation_rate)
    calledBy:
        controls_commander_elevation_check in m2_ctl_tdc.c, (null)
        controls_commander_elevation_init in m2_ctl_tdc.c, (null)

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        controls_commander_elevation_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_set_gunner_traverse(traverse_rate)
    calledBy:
        controls_gunner_traverse_check in m2_ctl_tdc.c, (null)
        controls_gunner_traverse_init in m2_ctl_tdc.c, (null)
        controls_gunner_traverse_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_set_commander_traverse(traverse_rate)
    calledBy:
        controls_commander_traverse_check in m2_ctl_tdc.c, (null)
        controls_commander_traverse_init in m2_ctl_tdc.c, (null)
        controls_commander_traverse_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_trigger_depressed()
    calledBy:
        controls_gunner_trigger_check in m2_ctl_tdc.c, (null)
        controls_gunner_trigger_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_trigger_depressed()
    calledBy:
        controls_commander_trigger_check in m2_ctl_tdc.c, (null)
        controls_commander_trigger_init in m2_ctl_tdc.c, (null)
FUNCTION: handles_gunner_trigger_released()
    calledBy:
        controls_gunner_trigger_check in m2_ctl_tdc.c, (null)
        controls_gunner_trigger_init in m2_ctl_tdc.c, (null)
        controls_gunner_trigger_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_commander_trigger_released()
    calledBy:
        controls_commander_trigger_check in m2_ctl_tdc.c, (null)
        controls_commander_trigger_init in m2_ctl_tdc.c, (null)
        controls_commander_trigger_exit in m2_ctl_tdc.c, (null)
FUNCTION: handles_launcher_up()
    calledBy:
        controls_gunner_launcher_check in m2_ctl_tpc.c, (null)
        controls_gunner_launcher_init in m2_ctl_tpc.c, (null)
FUNCTION: handles_launcher_down()
    calledBy:
        controls_gunner_launcher_check in m2_ctl_tpc.c, (null)
        controls_gunner_launcher_init in m2_ctl_tpc.c, (null)
FUNCTION: handles_launcher_idle()
    calledBy:
        controls_gunner_launcher_exit in m2_ctl_tpc.c, (null)
FUNCTION: handles_launcher_check()
    calledBy:
        handles_simul in m2_handles.c, (null)
FUNCTION: handles_launcher_default()
    calledBy:
        handles_simul in m2_handles.c, (null)
FUNCTION: handles_init()
    calledBy:
        veh_spec_init in m2_main.c, (null)
FILE: m2_idc.c
FUNCTION: idc_get_num_idcs()
    calledBy:
        idc_choose_fifo in choose_fifo.c, (null)
        idc_open_port in i_opn_port.c, IFDEF_GT_

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    idc_simul in i_simul.c, IFNDEF SIMBFLY
    idc_fifo_init in init.c, (null)
    idc_fifo_uninit in init.c, (null)
    idc_reset_output in init.c, (null)
FUNCTION: idc_array_init()
    calledBy:
        idc_init in init.c, (null)
FUNCTION: idc_invert_outputs()
    calledBy:
        controls_hull_no_power_off in m2_ctl_hnp.c, (null)
        controls_turret_no_power_off in m2_ctl_tnp.c, (null)
FUNCTION: idc_veh_spec_init()
    calledBy:
        idc_init in init.c, (null)
FUNCTION: idc_set_reticle_init_val(num)
    calledBy:
        main in m2_main.c, (null)
FUNCTION: set_alpha_baud(num)
FILE: m2_isu.c
FUNCTION: isu_init()
    calledBy:
        controls_restore_controls in m2_ctl_fsm.c, (null)
        veh_spec_init in m2_main.c, (null)
FUNCTION: isu_simul()
    calledBy:
        veh_spec_simulate in m2_main.c, (null)
FUNCTION: isu_gps_mag_12x()
    calledBy:
        controls_mag_select_check in m2_ctl_tnp.c, (null)
        controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: isu_gps_mag_4x()
    calledBy:
        controls_mag_select_check in m2_ctl_tnp.c, (null)
        controls_mag_select_init in m2_ctl_tnp.c, (null)
FUNCTION: isu_round_select_25mm()
    calledBy:
        ammo_ap_ss_pushed in m2_ammo.c, (null)
        ammo_he_ss_pushed in m2_ammo.c, (null)
        ammo_ap_lo_pushed in m2_ammo.c, (null)
        ammo_he_lo_pushed in m2_ammo.c, (null)
        ammo_ap_hi_pushed in m2_ammo.c, (null)
        ammo_he_hi_pushed in m2_ammo.c, (null)
FUNCTION: isu_round_select_no_round()
    calledBy:
        ammo_tow_launcher_off in m2_ammo.c, (null)
        ammo_gps_mag_4x in m2_ammo.c, (null)
        ammo_turret_power_off in m2_ammo.c, (null)
        ammo_restore_ammo in m2_ammo.c, (null)
FUNCTION: isu_round_select_tow()
    calledBy:
        ammo_tow_select_pushed in m2_ammo.c, (null)
FILE: m2_keybrd.c
FUNCTION: keyboard_really_use()
    calledBy:

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main in niu\_main.c, (null)  
main in m2\_main.c, (null)  
FUNCTION: keyboard\_init()  
calledBy:  
veh\_spec\_startup in niu\_main.c, (null)  
veh\_spec\_startup in m2\_main.c, (null)  
FUNCTION: keyboard\_simul()  
calledBy:  
veh\_spec\_idle in niu\_main.c, (null)  
veh\_spec\_simulate in niu\_main.c, (null)  
veh\_spec\_idle in m2\_main.c, (null)  
veh\_spec\_simulate in m2\_main.c, IF defined ( SIMBFLY )  
veh\_spec\_simulate in m2\_main.c, IF not defined ( SIMBFLY )  
FUNCTION: keyboard\_setup\_terminal()  
calledBy:  
keyboard\_init in m2\_keybrd.c, (null)  
FUNCTION: keyboard\_reset\_terminal()  
calledBy:  
keyboard\_exit\_gracefully in m2\_keybrd.c, (null)  
FUNCTION: keyboard\_exit\_gracefully()  
calledBy:  
veh\_spec\_exit in niu\_main.c, (null)  
veh\_spec\_exit in m2\_main.c, (null)  
FILE: m2\_launcher.c  
FUNCTION: launcher\_init\_launcher\_up(up\_status)  
calledBy:  
network\_process\_activation\_parameters in m2\_network.c, (null)  
FUNCTION: launcher\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: launcher\_up()  
calledBy:  
handles\_launcher\_check in m2\_handles.c, (null)  
FUNCTION: launcher\_down()  
calledBy:  
handles\_launcher\_check in m2\_handles.c, (null)  
FUNCTION: launcher\_idle()  
calledBy:  
handles\_launcher\_check in m2\_handles.c, (null)  
handles\_launcher\_default in m2\_handles.c, (null)  
FUNCTION: launcher\_get\_val()  
calledBy:  
ammo\_ready\_to\_internal\_resupply in m2\_ammo.c, (null)  
ammo\_receive\_quiet\_state in m2\_resupp.c, (null)  
FUNCTION: launcher\_up\_status()  
calledBy:  
controller\_simul in m2\_cntrlr.c, (null)  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
FILE: m2\_main.c  
FUNCTION: main\_toggle\_silent\_mode()  
calledBy:  
keyboard\_simul in m2\_keybrd.c, (null)  
FUNCTION: print\_help(progname)  
calledBy:

main in niu\_main.c, (null)  
main in m2\_main.c, (null)  
FUNCTION: print\_veh\_logo()  
calledBy:  
enter\_gracefully in stt\_machine.c, (null)  
enter\_gracefully in main.c, (null)  
FUNCTION: veh\_spec\_startup()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_idle()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_init()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_simulate()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_stop()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
simulation\_state\_machine in main.c, (null)  
FUNCTION: veh\_spec\_exit()  
calledBy:  
simulation\_state\_machine in stt\_machine.c, (null)  
keyboard\_simul in niu\_keybrd.c, IFDEF\_GT\_  
simulation\_state\_machine in main.c, (null)  
FUNCTION: main(argc, argv)  
FUNCTION: reconstitute\_vehicle()  
calledBy:  
process\_a\_packet in proc\_a\_pkt.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)  
FILE: m2\_mem.c  
FUNCTION: mem\_assign\_other\_ptrs()  
calledBy:  
mem\_assign\_shared\_memory in assign\_sm.c, (null)  
FILE: m2\_meter.c  
FUNCTION: meter\_init()  
calledBy:  
veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: meter\_speed\_set(val)  
calledBy:  
drivetrain\_simul in m2\_dtrain.c, (null)  
FUNCTION: meter\_fuel\_set(val)  
calledBy:  
fuel\_simul in m2\_fuelsys.c, (null)  
FUNCTION: meter\_volt\_set(val)  
calledBy:  
electsys\_simul in m2\_electsys.c, (null)  
electsys\_init in m2\_electsys.c, (null)

FUNCTION: meter\_temp\_set(val)  
calledBy:  
engine\_simul in m2\_engine.c, (null)

FUNCTION: meter\_press\_set(val)  
calledBy:  
engine\_simul in m2\_engine.c, (null)

FILE: m2\_network.c

FUNCTION: send\_equipment\_status()  
calledBy:  
network\_xmit in nwk\_xmit.c, (null)  
network\_xmit\_idle in nwk\_xmit.c, (null)  
network\_xmit in net\_xmit.c, (null)  
network\_xmit\_idle in net\_xmit.c, (null)

FUNCTION: fill\_vehicle\_spec\_status(pkt)  
calledBy:  
build\_vehicle\_status in veh\_status.c, (null)

FUNCTION: fill\_vehicle\_spec\_appearance(pkt)  
calledBy:  
format\_vehicle\_appearance in appearance.c, (null)  
format\_stealth\_appearance in appearance.c, (null)

FUNCTION: network\_process\_activation\_parameters(p)  
calledBy:  
network\_process\_activate\_request in nwk\_activ.c, (null)  
network\_use\_activation in ause\_activ.c, (null)  
network\_use\_activation in use\_activ.c, (null)

FUNCTION: app\_init()  
calledBy:  
veh\_spec\_init in niu\_main.c, (null)  
veh\_spec\_init in m2\_main.c, (null)

FUNCTION: veh\_spec\_activate\_time()  
calledBy:  
network\_send\_activate\_response in nwk\_act\_ack.c, (null)  
send\_activate\_response in act\_rsp.c, (null)

FILE: m2\_odom.c

FUNCTION: odometer\_init()  
calledBy:  
powertrain\_init in m2\_pttrain.c, (null)

FUNCTION: odometer\_simul()  
calledBy:  
powertrain\_simul in m2\_pttrain.c, (null)

FUNCTION: odom\_set\_initial\_distance\_km(distance)  
calledBy:  
network\_process\_activation\_parameters in m2\_network.c, (null)

FUNCTION: vehicle\_get\_elapsed\_km()  
calledBy:  
build\_vehicle\_status in veh\_status.c, (null)

FUNCTION: odometer\_get\_elapsed\_km()

FUNCTION: odometer\_get\_elapsed\_miles()

FUNCTION: odometer\_mile\_counter\_reset()  
calledBy:  
transmission\_oil\_leak in m2\_trans.c, (null)

FUNCTION: odometer\_mile\_counter()  
calledBy:  
transmission\_simul in m2\_trans.c, (null)

FILE: m2\_p\_buf.c

FUNCTION: veh\_spec\_proc\_buf(mbp\_dot, hp, buffer\_num)

calledBy:

process\_buffer in proc\_buf.c, (null)

FILE: m2\_pots.c

FUNCTION: pots\_init()

calledBy:

simulation\_state\_machine in main.c, (null)

FUNCTION: pots\_comm\_trav\_real(pot)

calledBy:

controls\_commander\_traverse\_check in m2\_ctl\_tdc.c, (null)

controls\_commander\_traverse\_init in m2\_ctl\_tdc.c, (null)

FUNCTION: pots\_comm\_elev\_real(pot)

calledBy:

controls\_commander\_elevation\_check in m2\_ctl\_tdc.c, (null)

controls\_commander\_elevation\_init in m2\_ctl\_tdc.c, (null)

FUNCTION: pots\_cupola\_real(pot)

calledBy:

controls\_cupola\_check in m2\_ctl\_tnp.c, IFNDEF BAE\_BUTTERFLY

controls\_cupola\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: pots\_gunn\_trav\_real(pot)

calledBy:

controls\_gunner\_traverse\_check in m2\_ctl\_tdc.c, (null)

controls\_gunner\_traverse\_init in m2\_ctl\_tdc.c, (null)

FUNCTION: pots\_gunn\_elev\_real(pot)

calledBy:

controls\_gunner\_elevation\_check in m2\_ctl\_tdc.c, (null)

controls\_gunner\_elevation\_init in m2\_ctl\_tdc.c, (null)

FUNCTION: pots\_steer\_bar\_real(pot)

calledBy:

controls\_steer\_bar\_check in m2\_ctl\_mpc.c, (null)

controls\_steer\_bar\_init in m2\_ctl\_mpc.c, (null)

FUNCTION: pots\_throttle\_real(pot)

calledBy:

controls\_throttle\_check in m2\_ctl\_mpc.c, (null)

controls\_throttle\_init in m2\_ctl\_mpc.c, (null)

FUNCTION: pots\_service\_brake\_real(pot)

calledBy:

controls\_service\_brake\_check in m2\_ctl\_hnp.c, (null)

controls\_service\_brake\_init in m2\_ctl\_hnp.c, (null)

FUNCTION: pots\_accelerator\_real(pot)

calledBy:

controls\_throttle\_check in m2\_ctl\_mpc.c, (null)

controls\_throttle\_init in m2\_ctl\_mpc.c, (null)

FILE: m2\_pttrain.c

FUNCTION: powertrain\_init()

calledBy:

veh\_spec\_init in m2\_main.c, (null)

FUNCTION: powertrain\_simul()

calledBy:

veh\_spec\_simulate in m2\_main.c, (null)

FILE: m2\_ramp.c

FUNCTION: ramp\_init\_ramp\_down(down\_status)

calledBy:

network\_process\_activation\_parameters in m2\_network.c, (null)  
FUNCTION: ramp\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: ramp\_up()  
calledBy:  
controls\_ramp\_up\_down\_check in m2\_ctl\_mpc.c, (null)  
controls\_ramp\_up\_down\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: ramp\_down()  
calledBy:  
controls\_ramp\_up\_down\_check in m2\_ctl\_mpc.c, (null)  
controls\_ramp\_up\_down\_init in m2\_ctl\_mpc.c, (null)  
FUNCTION: ramp\_idle()  
calledBy:  
controls\_ramp\_up\_down\_check in m2\_ctl\_mpc.c, (null)  
controls\_ramp\_up\_down\_init in m2\_ctl\_mpc.c, (null)  
controls\_ramp\_up\_down\_exit in m2\_ctl\_mpc.c, (null)  
FUNCTION: ramp\_get\_val()  
FUNCTION: ramp\_down\_status()  
calledBy:  
fill\_vehicle\_spec\_status in m2\_network.c, (null)  
FILE: m2\_repair.c  
FUNCTION: repair\_request(event, agent, code, originator, tid)  
calledBy:  
process\_repair in repair.c, (null)  
FUNCTION: repair\_simul()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FUNCTION: repair\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
FUNCTION: clear\_repair\_vehicles()  
calledBy:  
repair\_simul in m2\_repair.c, (null)  
repair\_init in m2\_repair.c, (null)  
FUNCTION: repair\_near\_repair(v)  
calledBy:  
service\_check\_vehicle\_type in resupp.c, IFDEF notdef  
service\_check\_vehicle\_type in m2\_resupp.c, (null)  
FUNCTION: send\_feed\_me\_packets\_repair\_vehicles()  
calledBy:  
repair\_quiet\_state in m2\_repair.c, (null)  
repair\_request\_state in m2\_repair.c, (null)  
FUNCTION: repair\_quiet\_state()  
calledBy:  
repair\_simul in m2\_repair.c, (null)  
FUNCTION: repair\_request\_state()  
calledBy:  
repair\_simul in m2\_repair.c, (null)  
FUNCTION: print\_repair\_status(s)  
FILE: m2\_resupp.c  
FUNCTION: clear\_ammo\_carriers()  
calledBy:  
resupply\_init in resupp.c, (null)

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    resupply_simul in resupp.c, IFDEF notdef
    resupply_init in m2_resupp.c, (null)
    resupply_simul in m2_resupp.c, (null)
FUNCTION: clear_fuel_carriers()
    calledBy:
        resupply_init in resupp.c, (null)
        resupply_simul in resupp.c, IFDEF notdef
        resupply_init in m2_resupp.c, (null)
        resupply_simul in m2_resupp.c, (null)
FUNCTION: clear_ammo_receivers()
    calledBy:
        resupply_init in m2_resupp.c, (null)
        resupply_simul in m2_resupp.c, (null)
FUNCTION: print_resupply_status(s)
    calledBy:
        resupply_simul in resupp.c, (null)
FUNCTION: send_feed_me_packets_ammo_carriers()
    calledBy:
        ammo_receive_quiet_state in resupp.c, (null)
        ammo_receive_request_state in resupp.c, (null)
        ammo_receive_quiet_state in m2_resupp.c, (null)
        ammo_receive_request_state in m2_resupp.c, (null)
FUNCTION: send_feed_me_packets_fuel_carriers()
    calledBy:
        fuel_receive_quiet_state in resupp.c, (null)
        fuel_receive_request_state in resupp.c, (null)
        fuel_receive_quiet_state in m2_resupp.c, (null)
        fuel_receive_request_state in m2_resupp.c, (null)
FUNCTION: resupply_near_ammo_carrier(v)
    calledBy:
        service_check_vehicle_type in resupp.c, IFDEF notdef
        service_check_vehicle_type in m2_resupp.c, (null)
FUNCTION: resupply_near_fuel_carrier(v)
    calledBy:
        service_check_vehicle_type in resupp.c, IFDEF notdef
        service_check_vehicle_type in m2_resupp.c, (null)
FUNCTION: resupply_near_ammo_receiver(v)
    calledBy:
        service_check_vehicle_type in resupp.c, IFDEF notdef
        service_check_vehicle_type in m2_resupp.c, (null)
FUNCTION: resupply_ammo_received(ammo_type)
    calledBy:
        ammo_resupply_timeout_check in m2_ammo.c, (null)
FUNCTION: resupply_fuel_received(gallons)
    calledBy:
        fuel_stop_resupply in m2_fuelsys.c, (null)
FUNCTION: resupply_offer_packet(carrier_id, num_munitions, munitions)
    calledBy:
        process_resupply_offer in resupp_offer.c, (null)
FUNCTION: resupply_thank_you_packet(receiver_id, num_munitions, munitions)
    calledBy:
        process_resupply_received in resupp_rcvd.c, (null)
FUNCTION: resupply_feed_me_packet(receiver_id, num_munitions,
    feed_me_munitions)
```

calledBy:  
    process\_service\_request in service\_req.c, (null)  
FUNCTION: resupply\_gating\_conditions()  
    calledBy:  
        ammo\_internal\_resupply\_start\_check in m2\_ammo.c, (null)  
        ammo\_internal\_resupply\_abort\_check in m2\_ammo.c, (null)  
        repair\_quiet\_state in m2\_repair.c, (null)  
        repair\_request\_state in m2\_repair.c, (null)  
        ammo\_receive\_quiet\_state in m2\_resupp.c, (null)  
        fuel\_receive\_quiet\_state in m2\_resupp.c, (null)  
        ammo\_send\_quiet\_state in m2\_resupp.c, (null)  
        ammo\_receive\_request\_state in m2\_resupp.c, (null)  
        fuel\_receive\_request\_state in m2\_resupp.c, (null)  
        ammo\_send\_waiting\_state in m2\_resupp.c, (null)  
        ammo\_receive\_loading\_state in m2\_resupp.c, (null)  
        fuel\_receive\_loading\_state in m2\_resupp.c, (null)  
        resupply\_simul in m2\_resupp.c, (null)  
FUNCTION: ammo\_receive\_quiet\_state()  
    calledBy:  
        ammo\_resupply\_receive\_simul in resupp.c, (null)  
        ammo\_resupply\_receive\_simul in m2\_resupp.c, (null)  
FUNCTION: fuel\_receive\_quiet\_state()  
    calledBy:  
        fuel\_resupply\_receive\_simul in resupp.c, (null)  
        fuel\_resupply\_receive\_simul in m2\_resupp.c, (null)  
FUNCTION: ammo\_send\_quiet\_state()  
    calledBy:  
        ammo\_resupply\_send\_simul in resupp.c, (null)  
        ammo\_resupply\_send\_simul in m2\_resupp.c, (null)  
FUNCTION: ammo\_receive\_request\_state()  
    calledBy:  
        ammo\_resupply\_receive\_simul in resupp.c, (null)  
        ammo\_resupply\_receive\_simul in m2\_resupp.c, (null)  
FUNCTION: fuel\_receive\_request\_state()  
    calledBy:  
        fuel\_resupply\_receive\_simul in resupp.c, (null)  
        fuel\_resupply\_receive\_simul in m2\_resupp.c, (null)  
FUNCTION: ammo\_send\_waiting\_state()  
    calledBy:  
        ammo\_resupply\_send\_simul in resupp.c, (null)  
        ammo\_resupply\_send\_simul in m2\_resupp.c, (null)  
FUNCTION: ammo\_receive\_loading\_state()  
    calledBy:  
        ammo\_resupply\_receive\_simul in resupp.c, (null)  
        ammo\_resupply\_receive\_simul in m2\_resupp.c, (null)  
FUNCTION: fuel\_receive\_loading\_state()  
    calledBy:  
        fuel\_resupply\_receive\_simul in resupp.c, (null)  
        fuel\_resupply\_receive\_simul in m2\_resupp.c, (null)  
FUNCTION: ammo\_send\_servicing\_state()  
    calledBy:  
        ammo\_resupply\_send\_simul in resupp.c, (null)  
        ammo\_resupply\_send\_simul in m2\_resupp.c, (null)  
FUNCTION: ammo\_resupply\_receive\_simul()

calledBy:  
resupply\_simul in resupp.c, (null)  
resupply\_simul in m2\_resupp.c, (null)  
FUNCTION: fuel\_resupply\_receive\_simul()  
calledBy:  
resupply\_simul in resupp.c, (null)  
resupply\_simul in m2\_resupp.c, (null)  
FUNCTION: ammo\_resupply\_send\_simul()  
calledBy:  
resupply\_simul in resupp.c, (null)  
resupply\_simul in m2\_resupp.c, (null)  
FUNCTION: resupply\_init()  
calledBy:  
veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: resupply\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: service\_check\_vehicle\_type(pkt)  
calledBy:  
resupply\_simul in m2\_resupp.c, (null)  
FUNCTION: resupply\_stop\_ammo\_resupply()  
calledBy:  
ammo\_receive\_loading\_state in resupp.c, (null)  
ammo\_stop\_resupply in m2\_ammo.c, (null)  
FUNCTION: resupply\_stop\_fuel\_resupply()  
FUNCTION: resupply\_offer\_canceled(carrier\_id)  
calledBy:  
process\_resupply\_cancel in resupp\_canc.c, (null)  
FUNCTION: resupply\_request\_canceled(receiver\_id)  
calledBy:  
process\_resupply\_cancel in resupp\_canc.c, (null)  
FUNCTION: vehicle\_is\_close(list, vehicle, size\_of\_list)  
calledBy:  
ammo\_receive\_loading\_state in m2\_resupp.c, (null)  
fuel\_receive\_loading\_state in m2\_resupp.c, (null)  
FUNCTION: keybrd\_ammo\_carriers\_near\_here()  
FILE: m2\_slope.c  
FUNCTION: slope\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: slope\_get\_cos\_hull\_slope()  
FILE: m2\_sound.c  
FUNCTION: sound\_denial\_check()  
calledBy:  
sound\_make\_veh\_spec\_sound in m2\_sound.c, (null)  
sound\_of\_main\_gun\_firing in m2\_sound.c, (null)  
sound\_of\_engine\_cranking\_start in m2\_sound.c, (null)  
sound\_of\_engine\_cranking\_stop in m2\_sound.c, (null)  
sound\_of\_engine\_stall in m2\_sound.c, (null)  
sound\_of\_engine\_start in m2\_sound.c, (null)  
sound\_of\_engine\_stop in m2\_sound.c, (null)  
sound\_of\_turret\_traversing in m2\_sound.c, (null)  
sound\_of\_turret\_power\_on in m2\_sound.c, (null)  
sound\_of\_turret\_power\_already\_on in m2\_sound.c, (null)



sound\_of\_turret\_power\_off in m2\_sound.c, (null)  
sound\_of\_turret\_drive\_on in m2\_sound.c, (null)  
sound\_of\_turret\_drive\_already\_on in m2\_sound.c, (null)  
sound\_of\_turret\_drive\_off in m2\_sound.c, (null)  
sound\_of\_engine\_accessory\_on in m2\_sound.c, (null)  
sound\_of\_engine\_accessory\_already\_on in m2\_sound.c, (null)  
sound\_of\_engine\_accessory\_off in m2\_sound.c, (null)  
FUNCTION: sound\_make\_veh\_spec\_sound(sound\_str, str\_len)  
calledBy:  
sound\_make\_const\_sound in libsound.c, (null)  
sound\_make\_var\_sound in libsound.c, (null)  
sound\_make\_arg\_sound in libsound.c, (null)  
sound\_make\_cont\_sound in libsound.c, (null)  
sound\_stop\_cont\_sound in libsound.c, (null)  
FUNCTION: sound\_force\_veh\_spec\_sound(sound\_str, str\_len)  
calledBy:  
sound\_force\_const\_sound in libsound.c, (null)  
FUNCTION: sound\_init()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
veh\_spec\_init in m2\_main.c, (null)  
veh\_spec\_stop in m2\_main.c, (null)  
FUNCTION: sound\_dont\_use()  
calledBy:  
main in m2\_main.c, (null)  
FUNCTION: sound\_simul()  
calledBy:  
veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: sound\_reset()  
calledBy:  
simulation\_state\_machine in main.c, (null)  
keyboard\_simul in m2\_keybrd.c, (null)  
sound\_init in m2\_sound.c, (null)  
sound\_we\_just\_died in m2\_sound.c, (null)  
FUNCTION: sound\_we\_just\_died()  
calledBy:  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
FUNCTION: sound\_of\_main\_gun\_firing()  
calledBy:  
weapons\_fire in m2\_weapons.c, (null)  
FUNCTION: sound\_of\_engine\_cranking\_start()  
calledBy:  
engine\_crank in m2\_engine.c, (null)  
FUNCTION: sound\_of\_engine\_cranking\_stop()  
calledBy:  
engine\_out\_of\_start in m2\_engine.c, (null)  
engine\_crank in m2\_engine.c, (null)  
FUNCTION: sound\_of\_engine\_stall()  
calledBy:  
engine\_out\_of\_start in m2\_engine.c, (null)  
FUNCTION: sound\_of\_tracks(fraction\_of\_max\_speed, new\_soil\_type)  
calledBy:  
drivetrain\_simul in m2\_dtrain.c, (null)  
FUNCTION: sound\_of\_engine\_start()

calledBy:  
engine\_crank in m2\_engine.c, (null)  
FUNCTION: sound\_of\_engine\_stop()  
calledBy:  
engine\_off in m2\_engine.c, (null)  
FUNCTION: sound\_of\_engine(fraction\_of\_max\_speed)  
calledBy:  
engine\_run in m2\_engine.c, (null)  
FUNCTION: sound\_of\_gun\_elevating(fraction\_of\_max\_speed, temp\_hitting\_stop,  
temp\_fast)  
calledBy:  
turret\_calc\_gun\_elev in m2\_turret.c, (null)  
make\_sound\_of\_no\_elevating in m2\_turret.c, (null)  
FUNCTION: sound\_of\_turret\_traversing(fraction\_of\_max\_speed, temp\_fast)  
calledBy:  
turret\_calc\_turret\_slew in m2\_turret.c, (null)  
make\_sound\_of\_no\_slewing in m2\_turret.c, (null)  
FUNCTION: sound\_of\_turret\_power\_on()  
calledBy:  
controls\_turret\_power\_on in m2\_ctl\_tpc.c, (null)  
FUNCTION: sound\_of\_turret\_power\_already\_on()  
calledBy:  
channel\_2\_check in m2\_sound.c, (null)  
FUNCTION: sound\_of\_turret\_power\_off()  
calledBy:  
controls\_turret\_power\_off in m2\_ctl\_tpc.c, (null)  
FUNCTION: sound\_of\_turret\_drive\_on()  
calledBy:  
controls\_turret\_drive\_on in m2\_ctl\_tdc.c, (null)  
FUNCTION: sound\_of\_turret\_drive\_already\_on()  
calledBy:  
channel\_2\_check in m2\_sound.c, (null)  
FUNCTION: sound\_of\_turret\_drive\_off()  
calledBy:  
controls\_turret\_drive\_off in m2\_ctl\_tdc.c, (null)  
FUNCTION: sound\_of\_engine\_accessory\_on()  
calledBy:  
fuel\_engine\_accessory\_on in m2\_fuelsys.c, (null)  
FUNCTION: sound\_of\_engine\_accessory\_already\_on()  
calledBy:  
channel\_5\_check in m2\_sound.c, (null)  
FUNCTION: sound\_of\_engine\_accessory\_off()  
calledBy:  
fuel\_engine\_accessory\_off in m2\_fuelsys.c, (null)  
FUNCTION: sound\_of\_random\_sounds()  
calledBy:  
sound\_simul in m2\_sound.c, (null)  
FUNCTION: channel\_2\_check()  
calledBy:  
sound\_simul in m2\_sound.c, (null)  
FUNCTION: channel\_5\_check()  
calledBy:  
sound\_simul in m2\_sound.c, (null)  
FILE: m2\_status.c

FUNCTION: what\_is\_voltage12P()  
    calledBy:  
        send\_equipment\_status in m2\_network.c, (null)

FUNCTION: what\_is\_voltage12N()  
    calledBy:  
        send\_equipment\_status in m2\_network.c, (null)

FUNCTION: what\_is\_voltage5()  
    calledBy:  
        send\_equipment\_status in m2\_network.c, (null)

FUNCTION: what\_is\_temperature()  
    calledBy:  
        send\_equipment\_status in m2\_network.c, (null)

FUNCTION: status\_preset()  
    calledBy:  
        veh\_spec\_init in m2\_main.c, (null)  
        status\_init in m2\_status.c, (null)

FUNCTION: status\_init()  
    calledBy:  
        simulation\_state\_machine in main.c, (null)

FUNCTION: status\_simul()  
    calledBy:  
        veh\_spec\_idle in m2\_main.c, (null)  
        veh\_spec\_simulate in m2\_main.c, (null)

FUNCTION: status\_print\_temp\_and\_supplies()  
    calledBy:  
        keyboard\_simul in m2\_keybrd.c, (null)

FUNCTION: driver\_dead(p)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)

FUNCTION: turret\_dead(p)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)

FUNCTION: cig\_dead(p)  
    calledBy:  
        cig\_failed\_fsm in m2\_cig.c, IFDEF STUB  
        cig\_failed\_fsm in m2\_status.c, (null)

FUNCTION: net\_dead(p)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)

FUNCTION: ser\_dead(p)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)

FUNCTION: dtad\_dead(p)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)

FUNCTION: sound\_dead(p)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)

FUNCTION: plus12\_dead(p, val)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)

FUNCTION: minus12\_dead(p, val)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)

FUNCTION: plus5\_dead(p, val)  
    calledBy:  
        monitor\_status in m2\_status.c, (null)  
FUNCTION: enable\_status\_printing()  
FUNCTION: disable\_status\_printing()  
FUNCTION: cig\_failed\_fsm()  
    calledBy:  
        io\_simul in io\_simul.c, IFNDEF\_GT\_  
        io\_simul\_idle in io\_simul.c, (null)  
        net\_simul in net\_simul.c, IFDEF SIMBFLY  
        io\_simul in io\_simul.c, (null)  
        io\_simul\_idle in io\_simul.c, (null)  
FUNCTION: monitor\_status(which)  
    calledBy:  
        status\_simul in m2\_status.c, (null)  
        cig\_failed\_fsm in m2\_status.c, (null)  
FILE: m2\_stubs.c  
    FUNCTION: net\_filter()  
    FUNCTION: net\_filter\_size()  
FILE: m2\_trans.c  
    FUNCTION: transmission\_break\_transmission()  
        calledBy:  
            transmission\_simul in m2\_trans.c, (null)  
    FUNCTION: transmission\_replace\_transmission()  
    FUNCTION: transmission\_init()  
        calledBy:  
            powertrain\_init in m2\_ptrain.c, (null)  
    FUNCTION: transmission\_simul()  
        calledBy:  
            powertrain\_simul in m2\_ptrain.c, (null)  
    FUNCTION: fit\_T\_init()  
        calledBy:  
            transmission\_init in m2\_trans.c, (null)  
    FUNCTION: fit\_Q\_init()  
        calledBy:  
            transmission\_init in m2\_trans.c, (null)  
    FUNCTION: fit\_Q(gear, e\_speed, shaft\_speed, other\_shaft\_speed)  
        calledBy:  
            transmission\_simul in m2\_trans.c, (null)  
    FUNCTION: fit\_T(gear, this\_P, other\_P)  
        calledBy:  
            transmission\_simul in m2\_trans.c, (null)  
    FUNCTION: transmission\_load\_torque()  
        calledBy:  
            engine\_run in m2\_engine.c, (null)  
            engine\_dump in m2\_engine.c, IFDEF PTRAIN\_DEBUG  
    FUNCTION: transmission\_torque\_left()  
        calledBy:  
            drivetrain\_simul in m2\_dtrain.c, (null)  
            drivetrain\_dump in m2\_dtrain.c, IFDEF PTRAIN\_DEBUG  
    FUNCTION: transmission\_torque\_right()  
        calledBy:  
            drivetrain\_simul in m2\_dtrain.c, (null)  
            drivetrain\_dump in m2\_dtrain.c, IFDEF PTRAIN\_DEBUG

FUNCTION: transmission\_oil\_leak()  
FUNCTION: transmission\_repair\_oil\_leak()  
FUNCTION: transmission\_dump()  
FUNCTION: transmission\_banner()  
FUNCTION: transmission\_data\_title()  
FUNCTION: transmission\_data\_banner()  
FUNCTION: transmission\_data\_dump()  
FILE: m2\_turret.c  
FUNCTION: turret\_init()  
    calledBy:  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: turret\_simul()  
    calledBy:  
        simulation\_state\_machine in main.c, (null)  
FUNCTION: turret\_move()  
    calledBy:  
        turret\_simul in m2\_turret.c, (null)  
FUNCTION: turret\_get\_turret\_slew\_rate()  
    calledBy:  
        weapons\_fire\_round in m2\_weapons.c, (null)  
FUNCTION: turret\_get\_gun\_elev\_rate()  
FUNCTION: turret\_handles\_values(gun\_slew\_rate, gun\_elevate\_rate,  
    handle\_engaged, fast\_slew\_on)  
    calledBy:  
        handles\_simul in m2\_handles.c, (null)  
FUNCTION: turret\_calc\_turret\_slew(control\_handle, sin\_stab\_azi\_rot)  
    calledBy:  
        turret\_move in m2\_turret.c, (null)  
FUNCTION: calc\_slew\_from\_handle(handle\_disp)  
    calledBy:  
        turret\_calc\_turret\_slew in m2\_turret.c, (null)  
FUNCTION: turret\_calc\_gun\_elev(control\_handle, sin\_stab\_elev\_rot)  
    calledBy:  
        turret\_move in m2\_turret.c, (null)  
FUNCTION: calc\_elev\_from\_handle(handle\_disp)  
    calledBy:  
        turret\_calc\_gun\_elev in m2\_turret.c, (null)  
FUNCTION: turret\_gyros\_simul()  
    calledBy:  
        turret\_simul in m2\_turret.c, (null)  
FUNCTION: turret\_stab\_on()  
    calledBy:  
        controls\_turret\_stab\_check in m2\_ctl\_tdc.c, (null)  
        controls\_turret\_stab\_init in m2\_ctl\_tdc.c, (null)  
FUNCTION: turret\_stab\_off()  
    calledBy:  
        controls\_turret\_stab\_check in m2\_ctl\_tdc.c, (null)  
        controls\_turret\_stab\_init in m2\_ctl\_tdc.c, (null)  
FUNCTION: turret\_gyros\_spool\_up()  
    calledBy:  
        controls\_turret\_drive\_check in m2\_ctl\_tpc.c, (null)  
        controls\_turret\_drive\_init in m2\_ctl\_tpc.c, (null)  
FUNCTION: turret\_gyros\_spool\_down()  
    calledBy:

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controls_turret_drive_check in m2_ctl_tpc.c, (null)
controls_turret_drive_init in m2_ctl_tpc.c, (null)
controls_turret_drive_exit in m2_ctl_tpc.c, (null)
FUNCTION: turret_gyros_status()
  calledBy:
    turret_gyros_simul in m2_turret.c, (null)
FUNCTION: turret_break_elevation_drive()
FUNCTION: turret_repair_elevation_drive()
FUNCTION: turret_break_stab_system()
FUNCTION: turret_repair_stab_system()
FUNCTION: turret_break_mount_interface()
FUNCTION: turret_repair_mount_interface()
FUNCTION: turret_break_traverse_drive()
FUNCTION: turret_repair_traverse_drive()
FUNCTION: turret_collision_detected(agent_id, event_id, coll_sector)
  calledBy:
    failure_collision_damages in m2_failure.c, (null)
FUNCTION: make_sound_of_no_slewing()
  calledBy:
    turret_move in m2_turret.c, (null)
    make_sound_of_no_turret_noise in m2_turret.c, (null)
FUNCTION: make_sound_of_no_elevating()
  calledBy:
    turret_move in m2_turret.c, (null)
    make_sound_of_no_turret_noise in m2_turret.c, (null)
FUNCTION: make_sound_of_no_turret_noise()
  calledBy:
    turret_simul in m2_turret.c, (null)
FUNCTION: turret_get_gun_to_world(g_to_w, error)
  calledBy:
    weapons_fire_round in m2_weapons.c, (null)
FUNCTION: turret_tow_movement_off()
  calledBy:
    ammo_ap_ss_pushed in m2_ammo.c, (null)
    ammo_he_ss_pushed in m2_ammo.c, (null)
    ammo_ap_lo_pushed in m2_ammo.c, (null)
    ammo_he_lo_pushed in m2_ammo.c, (null)
    ammo_ap_hi_pushed in m2_ammo.c, (null)
    ammo_he_hi_pushed in m2_ammo.c, (null)
    ammo_tow_launcher_off in m2_ammo.c, (null)
    ammo_gps_mag_4x in m2_ammo.c, (null)
    ammo_turret_power_off in m2_ammo.c, (null)
    ammo_restore_ammo in m2_ammo.c, (null)
FUNCTION: turret_tow_movement_on()
  calledBy:
    ammo_tow_select_pushed in m2_ammo.c, (null)
FUNCTION: turret_set_super_elevation(new_super_elev)
  calledBy:
    bcs_init in m2_bcs.c, (null)
    bcs_simul in m2_bcs.c, (null)
    bcs_set_ballistics_computer in m2_bcs.c, (null)
    bcs_turn_computer_off in m2_bcs.c, (null)
FILE: m2_vision.c
  FUNCTION: vision_get_sky_color()
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FUNCTION: vision\_toggle\_sky\_color()  
FUNCTION: cig\_gps\_mag\_12x()  
    calledBy:  
        controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
        controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: cig\_gps\_mag\_4x()  
    calledBy:  
        controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
        controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_cmdrs\_pitch\_up()  
    calledBy:  
        controls\_cupola\_up\_down\_check in m2\_ctl\_tnp.c, (null)  
        controls\_cupola\_up\_down\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_cmdrs\_pitch\_ahead()  
    calledBy:  
        controls\_cupola\_up\_down\_check in m2\_ctl\_tnp.c, (null)  
        controls\_cupola\_up\_down\_init in m2\_ctl\_tnp.c, (null)  
        controls\_cupola\_up\_down\_exit in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_cmdrs\_pitch\_down()  
    calledBy:  
        controls\_cupola\_up\_down\_check in m2\_ctl\_tnp.c, (null)  
        controls\_cupola\_up\_down\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_restore\_all\_blocks()  
    calledBy:  
        repair\_all\_systems in repair.c, (null)  
        veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: vision\_break\_all\_blocks()  
    calledBy:  
        fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
        veh\_spec\_stop in m2\_main.c, (null)  
FUNCTION: vision\_break\_isu()  
FUNCTION: vision\_break\_isu\_ext()  
FUNCTION: vision\_break\_driver\_blocks()  
FUNCTION: vision\_break\_cmdrs\_blocks()  
FUNCTION: vision\_restore\_isu()  
FUNCTION: vision\_restore\_isu\_ext()  
FUNCTION: vision\_restore\_driver\_blocks()  
FUNCTION: vision\_restore\_cmdrs\_blocks()  
FUNCTION: vision\_break\_gunners\_block()  
FUNCTION: vision\_restore\_gunners\_block()  
FUNCTION: vision\_gunner\_brow\_pad\_on()  
    calledBy:  
        cig\_msg\_prepend\_my\_veh\_state in m2\_cig.c, IFDEF\_GT\_  
        controls\_gunner\_brow\_pad\_check in m2\_ctl\_tnp.c, (null)  
        controls\_gunner\_brow\_pad\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_gunner\_brow\_pad\_off()  
    calledBy:  
        controls\_gunner\_brow\_pad\_check in m2\_ctl\_tnp.c, (null)  
        controls\_gunner\_brow\_pad\_init in m2\_ctl\_tnp.c, (null)  
        controls\_gunner\_brow\_pad\_exit in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_commander\_brow\_pad\_on()  
    calledBy:  
        controls\_commander\_brow\_pad\_check in m2\_ctl\_tnp.c, (null)  
        controls\_commander\_brow\_pad\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: vision\_commander\_brow\_pad\_off()  
calledBy:  
    cig\_msg\_prepend\_my\_veh\_state in m2\_cig.c, IFDEF\_GT\_  
    controls\_commander\_brow\_pad\_check in m2\_ctl\_tnp.c, (null)  
    controls\_commander\_brow\_pad\_init in m2\_ctl\_tnp.c, (null)  
    controls\_commander\_brow\_pad\_exit in m2\_ctl\_tnp.c, (null)  
FUNCTION: print\_br\_values()  
FUNCTION: get\_cmdr\_state()  
FUNCTION: get\_gunner\_state()  
FUNCTION: get\_brow\_pad\_status()  
calledBy:  
    cig\_msg\_prepend\_my\_veh\_state in m2\_cig.c, (null)  
FUNCTION: vision\_init()  
calledBy:  
    veh\_spec\_init in m2\_main.c, (null)  
FILE: m2\_weapons.c  
FUNCTION: weapons\_missile\_is\_launched()  
calledBy:  
    tow\_fired\_check in m2\_weapons.c, (null)  
FUNCTION: tow\_fired\_check()  
calledBy:  
    weapons\_simul in m2\_weapons.c, (null)  
FUNCTION: weapons\_fire\_round(ammo)  
calledBy:  
    weapons\_fire in m2\_weapons.c, (null)  
    weapons\_keybrd\_fire in m2\_weapons.c, (null)  
FUNCTION: weapons\_fire()  
calledBy:  
    handles\_simul in m2\_handles.c, (null)  
FUNCTION: weapons\_simul()  
calledBy:  
    veh\_spec\_simulate in m2\_main.c, (null)  
FUNCTION: weapons\_init()  
calledBy:  
    veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: weapons\_set\_low\_fire\_rate()  
calledBy:  
    ammo\_ap\_lo\_pushed in m2\_ammo.c, (null)  
    ammo\_he\_lo\_pushed in m2\_ammo.c, (null)  
FUNCTION: weapons\_trigger\_is\_released()  
calledBy:  
    handles\_simul in m2\_handles.c, (null)  
FUNCTION: weapons\_cut\_any\_tow\_wires()  
calledBy:  
    ammo\_missile1\_pushed in m2\_ammo.c, (null)  
    ammo\_missile2\_pushed in m2\_ammo.c, (null)  
    ammo\_tow\_launcher\_off in m2\_ammo.c, (null)  
    ammo\_gps\_mag\_4x in m2\_ammo.c, (null)  
    ammo\_turret\_power\_off in m2\_ammo.c, (null)  
    ammo\_restore\_ammo in m2\_ammo.c, (null)  
FUNCTION: weapons\_set\_high\_fire\_rate()  
calledBy:  
    ammo\_ap\_hi\_pushed in m2\_ammo.c, (null)  
    ammo\_he\_hi\_pushed in m2\_ammo.c, (null)



FUNCTION: weapons\_set\_single\_shot\_mode()

calledBy:

ammo\_ap\_ss\_pushed in m2\_ammo.c, (null)  
ammo\_he\_ss\_pushed in m2\_ammo.c, (null)  
ammo\_tow\_select\_pushed in m2\_ammo.c, (null)  
ammo\_tow\_launcher\_off in m2\_ammo.c, (null)  
ammo\_gps\_mag\_4x in m2\_ammo.c, (null)  
ammo\_turret\_power\_off in m2\_ammo.c, (null)  
ammo\_restore\_ammo in m2\_ammo.c, (null)

FUNCTION: weapons\_trigger\_is\_pulled()

calledBy:

handles\_simul in m2\_handles.c, (null)

FUNCTION: weapons\_trigger\_status()

calledBy:

ammo\_ap\_ss\_pushed in m2\_ammo.c, (null)  
ammo\_he\_ss\_pushed in m2\_ammo.c, (null)  
ammo\_ap\_lo\_pushed in m2\_ammo.c, (null)  
ammo\_he\_lo\_pushed in m2\_ammo.c, (null)  
ammo\_ap\_hi\_pushed in m2\_ammo.c, (null)  
ammo\_he\_hi\_pushed in m2\_ammo.c, (null)  
ammo\_tow\_select\_pushed in m2\_ammo.c, (null)  
ammo\_tow\_test\_pushed in m2\_ammo.c, (null)

FUNCTION: weapons\_shot\_misfired()

FUNCTION: weapons\_break\_tow\_launcher()

FUNCTION: weapons\_repair\_tow\_launcher()

FUNCTION: weapons\_misfire\_corrected()

FUNCTION: weapons\_vehicle\_rolled()

FUNCTION: weapons\_vehicle\_unrolled()

FUNCTION: weapons\_download\_ballistics\_tables()

calledBy:

cigex\_wakeup\_cig in cig\_start.c, IFDEF  
NOT\_UNTIL\_LARGER\_BUFFER\_AVAILABLE  
cig\_reconfig\_start in cig\_r\_start.c, (null)

FUNCTION: weapons\_keybrd\_fire(ammo)

FILE: new\_vision.c

FUNCTION: vision\_get\_sky\_color()

FUNCTION: vision\_toggle\_sky\_color()

FUNCTION: cig\_gps\_mag\_12x()

calledBy:

controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: cig\_gps\_mag\_4x()

calledBy:

controls\_mag\_select\_check in m2\_ctl\_tnp.c, (null)  
controls\_mag\_select\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: vision\_cmdrs\_pitch\_up()

calledBy:

controls\_cupola\_up\_down\_check in m2\_ctl\_tnp.c, (null)  
controls\_cupola\_up\_down\_init in m2\_ctl\_tnp.c, (null)

FUNCTION: vision\_cmdrs\_pitch\_ahead()

calledBy:

controls\_cupola\_up\_down\_check in m2\_ctl\_tnp.c, (null)  
controls\_cupola\_up\_down\_init in m2\_ctl\_tnp.c, (null)  
controls\_cupola\_up\_down\_exit in m2\_ctl\_tnp.c, (null)

FUNCTION: vision\_cmdrs\_pitch\_down()  
calledBy:  
controls\_cupola\_up\_down\_check in m2\_ctl\_tnp.c, (null)  
controls\_cupola\_up\_down\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_restore\_all\_blocks()  
calledBy:  
repair\_all\_systems in repair.c, (null)  
veh\_spec\_init in m2\_main.c, (null)  
FUNCTION: vision\_break\_all\_blocks()  
calledBy:  
fail\_vehicle\_is\_destroyed in f\_cat\_kill.c, (null)  
veh\_spec\_stop in m2\_main.c, (null)  
FUNCTION: vision\_break\_isu()  
FUNCTION: vision\_break\_isu\_ext()  
FUNCTION: vision\_break\_driver\_blocks()  
FUNCTION: vision\_break\_cmdrs\_blocks()  
FUNCTION: vision\_restore\_isu()  
FUNCTION: vision\_restore\_isu\_ext()  
FUNCTION: vision\_restore\_driver\_blocks()  
FUNCTION: vision\_restore\_cmdrs\_blocks()  
FUNCTION: vision\_break\_gunners\_block()  
FUNCTION: vision\_restore\_gunners\_block()  
FUNCTION: vision\_gunner\_brow\_pad\_on()  
calledBy:  
cig\_msg\_prepend\_my\_veh\_state in m2\_cig.c, IFDEF\_GT\_  
controls\_gunner\_brow\_pad\_check in m2\_ctl\_tnp.c, (null)  
controls\_gunner\_brow\_pad\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_gunner\_brow\_pad\_off()  
calledBy:  
controls\_gunner\_brow\_pad\_check in m2\_ctl\_tnp.c, (null)  
controls\_gunner\_brow\_pad\_init in m2\_ctl\_tnp.c, (null)  
controls\_gunner\_brow\_pad\_exit in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_commander\_brow\_pad\_on()  
calledBy:  
controls\_commander\_brow\_pad\_check in m2\_ctl\_tnp.c, (null)  
controls\_commander\_brow\_pad\_init in m2\_ctl\_tnp.c, (null)  
FUNCTION: vision\_commander\_brow\_pad\_off()  
calledBy:  
cig\_msg\_prepend\_my\_veh\_state in m2\_cig.c, IFDEF\_GT\_  
controls\_commander\_brow\_pad\_check in m2\_ctl\_tnp.c, (null)  
controls\_commander\_brow\_pad\_init in m2\_ctl\_tnp.c, (null)  
controls\_commander\_brow\_pad\_exit in m2\_ctl\_tnp.c, (null)

**DIRECTORY:** ./gt/vehicle/oldlib

No files defined.

**INDEX BY SECTION NUMBER**

activate.c	2.1.1.3.1.3
activate.c	2.1.1.3.2.1
activate_simulation	2.5.1.1.3
activ_params.c	2.1.1.3.1.2
act_rsp.c	2.1.1.3.1.1
add.c	2.5.14.1
add_dead_zone	2.6.4.11.1
add_keyword	2.1.2.2.2.21.3
add_veh2cig.c	2.1.2.2.2.1
add_veh_to_cig_msg	2.1.2.2.2.1.1
adjust_dynamic_vehicles	2.5.12.15.5
adjust_markers	2.5.12.13.5
adjust_static_vehicles	2.5.12.15.6
adj_chg_stat.c	2.1.2.2.2.2
adj_otherveh.c	2.1.2.2.2.3
adj_veh_app.c	2.5.12.1
ain	2.1.4.2.1.1.1
ain.c	2.1.4.2.1.1
alert_status.c	2.1.1.3.2.2
allocate_sim_lin_eq	2.6.1.4.4
allocate_x_powers	2.6.1.4.2
allocate_y_powers	2.6.1.4.3
alt_abv_gnd.c	2.1.2.2.3.1
ammo_25mm_stowage_enough_room	2.3.5.1.79
ammo_add_round	2.2.5.1.41
ammo_apds_can_enough_room	2.3.5.1.78
ammo_apds_can_hei_off	2.3.5.1.18
ammo_apds_can_hei_on	2.3.5.1.17
ammo_apds_stowage_enough_supply	2.3.5.1.84
ammo_ap_hi_pushed	2.3.5.1.36
ammo_ap_lo_pushed	2.3.5.1.34
ammo_ap_ss_pushed	2.3.5.1.32
ammo_arm_panel_check	2.2.5.1.12
ammo_blast_door_check	2.2.5.1.51
ammo_blast_door_open	2.2.5.1.43
ammo_bolt_position_status	2.3.5.1.53
ammo_breech_pushed	2.2.5.1.23
ammo_breech_ready	2.2.5.1.46
ammo_breech_unload_pushed	2.2.5.1.24
ammo_change_resupply	2.2.5.1.56
ammo_check_autoloader_load	2.2.5.1.4

ammo_check_autoloader_unload	2.2.5.1.3
ammo_close_blast_door	2.2.5.1.30
ammo_decide_receive_location	2.2.5.1.62
ammo_decide_resupply_receive	2.2.5.1.61
ammo_decide_resupply_send	2.2.5.1.67
ammo_decide_resupply_slot	2.2.5.1.68
ammo_decide_round_type	2.2.5.1.63
ammo_decide_round_type	2.3.5.1.92
ammo_dragon_stowage_enough_room	2.3.5.1.82
ammo_ejection_guard_armed	2.2.5.1.26
ammo_ejection_guard_safe	2.2.5.1.27
ammo_ejection_guard_status	2.2.5.1.28
ammo_enable_autoloader	2.2.5.1.70
ammo_flash_check	2.2.5.1.52
ammo_get_apds105_quantity	2.2.5.1.40
ammo_get_apds_can_ammo_boxes	2.3.5.1.5
ammo_get_apds_can_box	2.3.5.1.66
ammo_get_apds_can_first_round	2.3.5.1.62
ammo_get_apds_can_quantity	2.3.5.1.4
ammo_get_apds_stowed_quantity	2.3.5.1.8
ammo_get_dragon_stowed_quantity	2.3.5.1.11
ammo_get_heat105_quantity	2.2.5.1.39
ammo_get_hei_can_ammo_boxes	2.3.5.1.7
ammo_get_hei_can_box	2.3.5.1.67
ammo_get_hei_can_first_round	2.3.5.1.63
ammo_get_hei_can_quantity	2.3.5.1.6
ammo_get_hei_stowed_quantity	2.3.5.1.9
ammo_get_hull_apds_quantity	2.2.5.1.36
ammo_get_hull_heat_quantity	2.2.5.1.35
ammo_get_m3_configuration_val	2.3.5.1.14
ammo_get_missile1_val	2.3.5.1.12
ammo_get_missile2_val	2.3.5.1.13
ammo_get_missile_loaded	2.3.5.1.61
ammo_get_quantity	2.2.5.1.14
ammo_get_ready_apds_quantity	2.2.5.1.38
ammo_get_ready_heat_quantity	2.2.5.1.37
ammo_get_semi_apds_quantity	2.2.5.1.34
ammo_get_semi_heat_quantity	2.2.5.1.33
ammo_get_tow_stowed_quantity	2.3.5.1.10
ammo_get_transfer_status	2.2.5.1.22
ammo_gps_mag_12x	2.3.5.1.44
ammo_gps_mag_4x	2.3.5.1.45
ammo_gun_fired	2.2.5.1.31

ammo_hei_can_enough_room	2.3.5.1.77
ammo_hei_can_hei_off	2.3.5.1.16
ammo_hei_can_hei_on	2.3.5.1.15
ammo_hei_stowage_enough_supply	2.3.5.1.83
ammo_he_hi_pushed	2.3.5.1.37
ammo_he_lo_pushed	2.3.5.1.35
ammo_he_ss_pushed	2.3.5.1.33
ammo_indexed_check	2.3.5.1.31
ammo_init	2.2.5.1.1
ammo_init	2.3.5.1.1
ammo_init_ammo_racks	2.2.5.1.5
ammo_init_ammo_supply	2.3.5.1.3
ammo_internal_resupply_abort_check	2.3.5.1.88
ammo_internal_resupply_start_check	2.3.5.1.87
ammo_knee_switch_off	2.2.5.1.10
ammo_knee_switch_on	2.2.5.1.9
ammo_loaders_arms	2.2.5.1.8
ammo_low_ammo_check	2.3.5.1.49
ammo_low_ammo_pushed	2.3.5.1.50
ammo_low_ammo_ready_to_fire	2.3.5.1.51
ammo_mgmt_apds_pushed	2.3.5.1.23
ammo_mgmt_dragon_pushed	2.3.5.1.25
ammo_mgmt_hei_pushed	2.3.5.1.22
ammo_mgmt_internal_pushed	2.3.5.1.21
ammo_mgmt_receive_pushed	2.3.5.1.19
ammo_mgmt_send_pushed	2.3.5.1.20
ammo_mgmt_tow_pushed	2.3.5.1.24
ammo_misfire_corrected	2.3.5.1.58
ammo_misfire_lock_status	2.3.5.1.54
ammo_misfire_pushed	2.3.5.1.59
ammo_missile1_pushed	2.3.5.1.40
ammo_missile2_pushed	2.3.5.1.41
ammo_open_blast_door	2.2.5.1.29
ammo_print_ammo_variables	2.3.5.1.68
ammo_print_statistics	2.2.5.1.69
ammo_ready_to_external_resupply	2.3.5.1.70
ammo_ready_to_external_send	2.3.5.1.71
ammo_ready_to_fire	2.2.5.1.32
ammo_ready_to_internal_resupply	2.3.5.1.69
ammo_receive_loading_state	2.2.5.3.22
ammo_receive_loading_state	2.3.5.3.22
ammo_receive_quiet_state	2.2.5.3.16
ammo_receive_quiet_state	2.3.5.3.16

ammo_receive_request_state	2.2.5.3.19
ammo_receive_request_state	2.3.5.3.19
ammo_remove_apds_can_round	2.3.5.1.64
ammo_remove_hei_can_round	2.3.5.1.65
ammo_restore_ammo	2.2.5.1.65
ammo_restore_ammo	2.3.5.1.60
ammo_resupply_check	2.2.5.1.13
ammo_resupply_receive_simul	2.2.5.3.25
ammo_resupply_receive_simul	2.3.5.3.25
ammo_resupply_receive_timeout_check	2.2.5.1.53
ammo_resupply_send_simul	2.2.5.3.27
ammo_resupply_send_simul	2.3.5.3.27
ammo_resupply_sent	2.2.5.1.66
ammo_resupply_sent	2.3.5.1.91
ammo_resupply_timeout_check	2.3.5.1.89
ammo_reversed_check	2.3.5.1.29
ammo_reversed_status	2.3.5.1.30
ammo_rounds_on_board_check	2.3.5.1.90
ammo_round_indexed_status	2.3.5.1.28
ammo_round_loaded_status	2.3.5.1.27
ammo_round_selected_status	2.3.5.1.26
ammo_send_quiet_state	2.2.5.3.18
ammo_send_quiet_state	2.3.5.3.18
ammo_send_servicing_state	2.2.5.3.24
ammo_send_servicing_state	2.3.5.3.24
ammo_send_waiting_state	2.2.5.3.21
ammo_send_waiting_state	2.3.5.3.21
ammo_simul	2.2.5.1.2
ammo_simul	2.3.5.1.2
ammo_start_blast_door_timer	2.2.5.1.49
ammo_start_external_resupply	2.2.5.1.59
ammo_start_external_resupply	2.3.5.1.74
ammo_start_external_send	2.2.5.1.60
ammo_start_external_send	2.3.5.1.75
ammo_start_internal_resupply	2.2.5.1.58
ammo_start_internal_resupply	2.3.5.1.73
ammo_start_loader_timer	2.2.5.1.47
ammo_start_resupply_receive_timer	2.2.5.1.54
ammo_stop_blast_door_timer	2.2.5.1.50
ammo_stop_loader_timer	2.2.5.1.48
ammo_stop_resupply	2.2.5.1.57
ammo_stop_resupply	2.3.5.1.76
ammo_stop_resupply_receive_timer	2.2.5.1.55

ammo_stop_timers	2.2.5.1.64
ammo_subtract_round	2.2.5.1.42
ammo_supply_empty	2.2.5.1.7
ammo_supply_empty_stowage	2.3.5.1.72
ammo_supply_full	2.2.5.1.6
ammo_tow_launcher_off	2.3.5.1.43
ammo_tow_launcher_on	2.3.5.1.42
ammo_tow_select_pushed	2.3.5.1.38
ammo_tow_stowage_enough_room	2.3.5.1.81
ammo_tow_stowage_enough_supply	2.3.5.1.85
ammo_tow_test_check	2.3.5.1.46
ammo_tow_test_pushed	2.3.5.1.39
ammo_tow_test_start	2.3.5.1.47
ammo_tow_test_stop	2.3.5.1.48
ammo_tow_tubes_enough_room	2.3.5.1.80
ammo_transfer_hull_apds	2.2.5.1.18
ammo_transfer_hull_heat	2.2.5.1.17
ammo_transfer_no_transfer	2.2.5.1.19
ammo_transfer_redist_rcv	2.2.5.1.21
ammo_transfer_redist_send	2.2.5.1.20
ammo_transfer_semi_apds	2.2.5.1.16
ammo_transfer_semi_heat	2.2.5.1.15
ammo_tube_selected	2.2.5.1.11
ammo_turret_no_power_off	2.3.5.1.86
ammo_turret_power_off	2.2.5.1.45
ammo_turret_power_off	2.3.5.1.52
ammo_turret_power_on	2.2.5.1.44
ammo_type_loaded_quick	2.2.5.1.25
ammo_weapon_is_fired	2.3.5.1.56
ammo_weapon_is_misfired	2.3.5.1.57
ammo_weapon_removed	2.3.5.1.55
appearance.c	2.1.1.3.1.4
AppearanceDiscrepancyExceedsThresholds	2.5.16.3.2
append_msg_hdr	2.1.2.2.2.5.1
append_other.c	2.1.2.2.2.13
append_other_in_send_buffer	2.1.2.2.2.13.1
app_end.c	2.1.2.2.2.4
app_msg_hdr.c	2.1.2.2.2.5
app_mtra_ent.c	2.1.2.2.2.6
app_mtra_tbl.c	2.1.2.2.2.7
app_stat_rm.c	2.1.2.2.2.8
app_stat_veh.c	2.1.2.2.2.9
app_traj_ent.c	2.1.2.2.2.10

app_traj.tbl.c	2.1.2.2.2.11
app_vflags.c	2.1.2.2.2.12
assign_mn.c	2.6.12.2
assign_mp.c	2.6.12.1
Association Layer	2.1.1.2
Attach Capability	2.4.7
attach.c	2.1.5.1.1
attach.c	2.6.5.1
attachshm	2.6.5.1.1
attatch.c	2.1.4.2.1.2
ballistics_calc_se	2.5.2.1.2
ballistics_calc_time	2.5.2.1.1
ballistics_cal_azm_elev	2.5.2.4.1
ballistics_fire_a_round	2.5.2.2.1
ballistics_load_parameter_file	2.5.2.3.3
ballistics_load_trajectory_file	2.5.2.3.1
ball_buffer.c	2.1.2.2.2.14
ball_calc.c	2.5.2.1
ball_fire.c	2.5.2.2
ball_load.c	2.5.2.3
ball_orient.c	2.5.2.4
bbd_attach	2.1.5.1.1.1
bbd_bit_in	2.1.5.1.3.1
bbd_bit_out	2.1.5.1.4.1
bbd_byte_in	2.1.5.1.5.1
bbd_byte_out	2.1.5.1.6.1
bbd_control_in	2.1.5.1.7.1
bbd_control_out	2.1.5.1.8.1
bbd_detach	2.1.5.1.10.1
bbd_init	2.1.5.1.11.1
bbd_loc.h	2.1.5.1.2
bbd_signal_handler	2.1.5.1.11.2
bbd_uninit	2.1.5.1.16.1
bcs_dump_lead_buffer	2.2.3.2.1
bcs_init	2.2.6.2.2
bcs_manual_range_add_pushed	2.2.6.2.5
bcs_manual_range_battlesight	2.2.6.2.4
bcs_manual_range_drop_pushed	2.2.6.2.6
bcs_manual_range_released	2.2.6.2.7
bcs_simul	2.2.6.2.3
beep	2.6.4.1.1
beep.c	2.6.4.1
bigwheel_calc_unit_normal	2.5.10.3.1



bigwheel_init	2.5.10.1.2
bigwheel_init_height	2.5.10.7.2
bigwheel_init_support_plane	2.5.10.7.1
bigwheel_left_track_broken	2.5.10.10.1
bigwheel_repair_tracks	2.5.10.10.3
bigwheel_right_track_broken	2.5.10.10.2
bigwheel_set_support_plane	2.5.10.8.1
bigwheel_uninit	2.5.10.1.1
bigwh_init.c	2.5.10.1
bigwh_loc.h	2.5.10.2
bit_in.c	2.1.5.1.3
bit_out.c	2.1.5.1.4
bivariant_normal_distribution	2.6.1.1.1
bivar_dist.c	2.6.1.1
bounds.c	2.5.14.2
buffer_reset	2.1.2.2.2.15.1
buffer_setup	2.1.2.2.2.16.1
buf_reset.c	2.1.2.2.2.15
buf_setup.c	2.1.2.2.2.16
build_vehicle_status	2.1.1.3.1.71.4
byte_in.c	2.1.5.1.5
byte_out.c	2.1.5.1.6
calc_elev.c	2.5.11.1
calc_inert.c	2.5.7.1
calc_origin.c	2.6.18.1
calc_u.c	2.5.7.2
calc_udot.c	2.5.7.3
calc_u_norm.c	2.5.10.3
calc_v.c	2.6.18.2
can_ignore	2.1.1.3.1.63.3
cfail_check_damages	2.5.4.1.1
cfail_compute_impact_incidence_angle	2.5.4.3.3
cfail_compute_side_hit	2.5.4.3.4
cfail_damages_init	2.5.4.5.5
cfail_debug_on	2.5.4.2.1
cfail_dir_fire_damages	2.5.4.3.1
cfail_get_composite_index	2.5.4.3.2
cfail_get_indirect_index	2.5.4.4.2
cfail_indirect_fire_damages	2.5.4.4.1
cfail_init	2.5.4.5.1
cfail_loc.c	2.5.4.6
cfail_loc.h	2.5.4.7
cfail_read_damage_file	2.5.4.5.2

channel_2_check	2.1.3.3.29
channel_5_check	2.1.3.3.30
checkbuffer.c	2.1.2.2.2.18
check_all	2.1.2.2.2.17.1
check_all.c	2.1.2.2.2.17
check_buffer	2.1.2.2.2.18.1
check_buffer_sizes	2.1.2.2.1.1.1
check_bvols_incl	2.5.11.1.3
check_forward_collision	2.3.6.2.4.6
check_for_defaults	2.6.11.3.7
check_for_match	2.6.11.5.9
check_for_nonexistant_damage_files	2.6.11.1.2
check_for_slip	2.3.6.2.4.5
check_for_thrown_track	2.3.6.2.4.1
check_for_vehicle_defaults	2.6.11.5.7
check_polys_incl	2.5.11.1.2
check_side_collision	2.3.6.2.4.7
check_sizes.c	2.1.2.2.1.1
check_very_close_veh	2.5.12.15.1
chk_coll.c	2.5.10.4
choose_fifo.c	2.1.4.1.1.1
cif_connect	2.1.2.1.1.1.1
cif_disconnect	2.1.2.1.1.3.1
cif_init	2.1.2.1.1.4.1
cif_receive	2.1.2.1.1.7.1
cif_send	2.1.2.1.1.8.1
cif_uninit	2.1.2.1.1.9.1
CIG Device Interface	2.1.2.1
CIG Interface Software	2.1.2
CIG-SIM Buffer Interface	2.1.2.2
cig_adjust_for_changed_staticveh	2.1.2.2.2.2.3
cig_altitude_above_gnd	2.1.2.2.3.1.1
cig_flushbuf.c	2.1.2.2.2.19
cig_flush_buffer	2.1.2.2.2.19.1
cig_get_current_range_sqrd	2.5.12.21.1
cig_get_db	2.1.2.2.1.33.1
cig_get_db.c	2.1.2.2.1.33
cig_get_file_status_data	2.1.2.2.3.2.1
cig_get_file_xfer_data	2.1.2.2.3.3.1
cig_gps_mag_10x	2.1.2.2.6.4
cig_gps_mag_3x	2.1.2.2.6.4
cig_init_ctr	2.1.2.2.6.3
cig_init_ctr	2.1.2.2.8.1

cig_init_msg_agl_routine	2.1.2.2.3.6.1
cig_kickoff_dr_xfer	2.1.2.2.1.10.2
cig_laser_range	2.1.2.2.3.4.1
cig_laser_range2	2.1.2.2.3.5.1
cig_local.c	2.1.2.2.1.2
cig_local.h	2.1.2.2.1.3
cig_local_init	2.1.2.2.8.2
cig_msg_adjust_otherveh_state	2.1.2.2.2.3.1
cig_msg_append_end	2.1.2.2.2.4.1
cig_msg_append_staticveh_rem	2.1.2.2.2.8.1
cig_msg_append_static_veh_state	2.1.2.2.2.9.1
cig_msg_append_traj_entry_xfer	2.1.2.2.2.10.1
cig_msg_append_traj_table_xfer	2.1.2.2.2.11.1
cig_msg_append_view_flags	2.1.2.2.2.12.1
cig_msg_configure_traj	2.1.2.2.2.23.3
cig_msg_configure_view	2.1.2.2.2.23.4
cig_msg_prepend_1rotation	2.1.2.2.2.64.1
cig_msg_prepend_3rotations	2.1.2.2.2.65.1
cig_msg_prepend_agl_setup	2.1.2.2.2.66.1
cig_msg_prepend_ammo_define	2.1.2.2.2.67.1
cig_msg_prepend_ballistics_msg	2.1.2.2.2.90.1
cig_msg_prepend_ballistics_msg	2.1.2.2.2.92.1
cig_msg_prepend_cig_ctl	2.1.2.2.2.68.1
cig_msg_prepend_dr11_pkt_size	2.1.2.2.2.71.1
cig_msg_prepend_gun_overlay	2.1.2.2.2.75.1
cig_msg_prepend_hprxyzs_matrix	2.1.2.2.2.76.1
cig_msg_prepend_my_veh_state	2.1.2.2.6.5
cig_msg_prepend_my_veh_state	2.1.2.2.7.4
cig_msg_prepend_my_veh_state	2.1.2.2.8.3
cig_msg_prepend_obscure	2.1.2.2.2.85.1
cig_msg_prepend_overall_hdr	2.1.2.2.2.86.1
cig_msg_prepend_overlay_setup	2.1.2.2.2.87.1
cig_msg_prepend_pass_bk	2.1.2.2.2.88.1
cig_msg_prepend_pass_on	2.1.2.2.2.89.1
cig_msg_prepend_request_laser_range	2.1.2.2.2.91.1
cig_msg_prepend_rot2x1_matrix	2.1.2.2.2.93.1
cig_msg_prepend_rts4x3_matrix	2.1.2.2.2.94.1
cig_msg_prepend_scale	2.1.2.2.2.95.1
cig_msg_prepend_show_effect	2.1.2.2.2.96.1
cig_msg_prepend_staticveh_rem	2.1.2.2.2.97.1
cig_msg_prepend_staticveh_state	2.1.2.2.2.98.1
cig_msg_prepend_sys_error	2.1.2.2.2.100.1
cig_msg_prepend_test_name	2.1.2.2.2.101.1

cig_msg_prepend_traj_chord	2.1.2.2.2.102.1
cig_msg_prepend_traj_entry_xfer	2.1.2.2.2.103.1
cig_msg_prepend_traj_table_xfer	2.1.2.2.2.104.1
cig_msg_prepend_update_translation	2.1.2.2.2.105.1
cig_msg_prepend_viewport_state	2.1.2.2.2.109.1
cig_msg_prepend_view_flags	2.1.2.2.2.106.1
cig_msg_prepend_view_magnification	2.1.2.2.2.107.1
cig_msg_prepend_view_mode	2.1.2.2.2.108.1
cig_not_ok_to_prepare_buffer	2.1.2.2.1.23.1
cig_not_ok_to_process_buffer	2.1.2.2.1.24.1
cig_not_using_graphics	2.1.2.2.1.5.1
cig_no_op.c	2.1.2.2.1.4
cig_nuse_gra.c	2.1.2.2.1.5
cig_poll_dr_transfer	2.1.2.2.1.10.3
cig_prepare	2.1.2.2.1.6.1
cig_prepare.c	2.1.2.2.1.6
cig_prepare_buffer	2.1.2.2.6.6
cig_prepare_buffer	2.1.2.2.7.5
cig_prepare_buffer	2.1.2.2.8.4
cig_prepare_no_op	2.1.2.2.1.4.1
cig_process_buffer	2.1.2.2.1.7.1
cig_proc_buf.c	2.1.2.2.1.7
cig_read_configfile	2.1.2.2.2.24.3
cig_receive_buffer	2.1.2.2.1.9.1
cig_reconfig_start	2.1.2.2.1.8.3
cig_rcv_buf.c	2.1.2.2.1.9
cig_r_start.c	2.1.2.2.1.8
cig_send_buf.c	2.1.2.2.1.10
cig_send_buffer	2.1.2.2.1.10.1
cig_setup_configuration	2.1.2.2.1.11.1
cig_setup_configuration	2.1.2.2.6.8
cig_setup_dr_transfer	2.1.2.2.1.10.4
cig_set_conf.c	2.1.2.2.1.11
cig_set_traj_config_file	2.1.2.2.2.23.2
cig_set_veh_spec_ptrs	2.1.2.2.2.115.1
cig_set_view_config_file	2.1.2.2.2.23.1
cig_spec_init	2.1.2.2.6.7
cig_spec_init	2.1.2.2.7.6
cig_spec_init	2.1.2.2.8.5
cig_stop	2.1.2.2.1.12.1
cig_stop.c	2.1.2.2.1.12
cig_sync.c	2.1.2.2.1.13
cig_synchronize	2.1.2.2.1.13.1

---

cig_too_many_vehicles	2.5.12.28.1
cig_uninit	2.1.2.2.1.14.1
cig_uninit.c	2.1.2.2.1.14
cig_use_database_override_named	2.1.2.2.1.16.1
cig_use_gra.c	2.1.2.2.1.15
cig_using_graphics	2.1.2.2.1.15.1
citv_instr.c	2.1.1.3.1.5
citv_orient.c	2.1.1.3.1.6
clear_ammo_carriers	2.2.5.3.1
clear_ammo_carriers	2.3.5.3.1
clear_ammo_receivers	2.2.5.3.3
clear_ammo_receivers	2.3.5.3.3
clear_fuel_carriers	2.2.5.3.2
clear_fuel_carriers	2.3.5.3.2
clear_monitor_variables	2.5.16.3.3
clear_n_mapped	2.1.2.2.2.20.1
clear_repair_vehicles	2.2.4.2.4
clear_repair_vehicles	2.3.4.2.4
clear_view_flags	2.1.2.2.4.2.1
close.c	2.1.6.1.1
close_output_port	2.6.8.4.2
clr_br_bit	2.1.2.2.4.1.1
clr_br_bit.c	2.1.2.2.4.1
clr_n_mapped.c	2.1.2.2.2.20
clr_vflags.c	2.1.2.2.4.2
collision.c	2.1.1.3.1.8
collision.c	2.1.1.3.2.3
collision.c	2.5.10.6
collision_check_veh_coll_at	2.5.10.6.1
collision_cleared	2.5.10.6.2
collision_detected	2.5.10.6.3
collision_forget_about	2.5.10.6.4
collision_init	2.5.10.5.1
collision_left_collision	2.5.10.4.1
collision_rear_collision	2.5.10.4.3
collision_right_collision	2.5.10.4.2
coll_init.c	2.5.10.5
coll_rsp.c	2.1.1.3.1.7
compute_compile_time_constants	2.2.6.2.1.32
compute_engine_compile_time_constants	2.2.6.2.2.21
compute_fd_brake_torque	2.2.6.2.1.19
compute_fuel_consumption	2.2.6.2.2.2
compute_incidence_from_back	2.5.4.3.7

---

compute_incidence_from_front	2.5.4.3.8
compute_incidence_from_left	2.5.4.3.9
compute_incidence_from_right	2.5.4.3.10
compute_lumped_inertias	2.2.6.2.1.31
compute_sqr_range	2.5.10.9.1
compute_traction_force	2.3.6.2.4.4
config_key.c	2.1.2.2.2.21
config_key.h	2.1.2.2.2.22
config_msg.c	2.1.2.2.2.23
config_pos_init	2.1.2.2.2.24.1
config_pos_init2	2.1.2.2.2.24.2
config_read.c	2.1.2.2.2.24
connect.c	2.1.2.1.1.1
Controls Interface Software	2.1.4
Controls using IDC Boards	2.1.4.1
control_in.c	2.1.5.1.7
control_out.c	2.1.5.1.8
copybuf	2.6.4.15.4
copy_ballistics_buffer	2.1.2.2.2.14.2
copy_R4P3D	2.6.4.3.1
copy_TF1	2.6.4.5.1
copy_TF2	2.6.4.6.1
copy_to_TF1	2.6.4.2.1
copy_X_rot_to_TF2	2.6.4.7.1
copy_Y_rot_to_TF2	2.6.4.8.1
copy_Z_rot_to_TF2	2.6.4.9.1
cp_2_TF1.c	2.6.4.2
cp_R4P3D.c	2.6.4.3
cp_TF1.c	2.6.4.5
cp_TF2.c	2.6.4.6
cp_Xrot2TF2.c	2.6.4.7
cp_Yrot2TF2.c	2.6.4.8
cp_Zrot2TF2.c	2.6.4.9
cubic_func	2.6.1.2.2
cubic_func.c	2.6.1.2
current_fd_inertia	2.2.6.2.1.26
current_minus12	2.1.4.2.1.3.1
current_plus12	2.1.4.2.1.4.1
current_plus5	2.1.4.2.1.5.1
current_temperature	2.1.4.2.1.6.1
cur_minus12.c	2.1.4.2.1.3
cur_plus12.c	2.1.4.2.1.4
cur_plus5.c	2.1.4.2.1.5

cur_temp.c	2.1.4.2.1.6
c_chk_dam.c	2.5.4.1
c_debug.c	2.5.4.2
c_dir_fire.c	2.5.4.3
c_ind_fire.c	2.5.4.4
c_init.c	2.5.4.5
d2f_mat_copy	2.6.2.1.1
d2f_m_copy.c	2.6.2.1
d2f_vec_copy	2.6.2.2.1
d2f_v_copy.c	2.6.2.2
damage.c	2.6.11.1
data.c	2.1.2.1.1.2
data.c	2.1.4.2.1.7
data.c	2.1.5.1.9
data.c	2.5.14.3
database.c	2.6.4.10
db_override.c	2.1.2.2.1.16
deactivate.c	2.1.1.3.1.10
deactivate.c	2.1.1.3.2.4
deactivate_simulation	2.5.1.1.4
deact_rsp.c	2.1.1.3.1.9
dead_zone.c	2.6.4.11
deallocate_appended_buffer_space	2.1.2.2.2.25.1
deallocate_prependded_buffer_space	2.1.2.2.2.26.1
dealloc_abuf.c	2.1.2.2.2.25
dealloc_pbuf.c	2.1.2.2.2.26
death_status.c	2.1.1.3.1.11
debug.c	2.5.12.2
deg.c	2.6.4.12
delete_or_timeout	2.5.12.15.3
delete_vehicles_from_list	2.5.12.3.2
delete_veh_from_cig_msg	2.1.2.2.2.27.1
del_veh.c	2.1.2.2.2.27
detach.c	2.1.5.1.10
detach.c	2.6.5.2
detachshm	2.6.5.2.1
detatch.c	2.1.4.2.1.8
dfd_vec_sub	2.5.3.1.7
differential steer	2.2.6.2.1.28
disconnect.c	2.1.2.1.1.3
do_init	2.5.14.5.3
do_packet_from_host	2.5.14.5.2
do_packet_from_network	2.5.14.5.1

---

do_protocol_on_data_analysis_packet	2.1.1.3.2.18.3
do_protocol_on_mgmt_packet	2.1.1.3.2.18.2
do_protocol_on_sim_packet	2.1.1.3.2.18.4
dr11_receive	2.1.2.1.1.7.2
dr11_send	2.1.2.1.1.8.2
drivetrain_banner	2.3.6.2.4.25
drivetrain_clog_transmission_oil_filter	2.2.6.2.1.42
drivetrain_data_banner	2.3.6.2.4.23
drivetrain_data_dump	2.3.6.2.4.24
drivetrain_data_title	2.3.6.2.4.22
drivetrain_drive	2.2.6.2.1.6
drivetrain_dump	2.3.6.2.4.26
drivetrain_get_vehicle_speed	2.3.6.2.4.8
drivetrain_init	2.2.6.2.1.41
drivetrain_init	2.3.6.2.4.27
drivetrain_left_omega	2.3.6.2.4.9
drivetrain_load_torque_converter	2.2.6.2.1.1
drivetrain_lockup_clutch	2.2.6.2.1.2
drivetrain_low	2.2.6.2.1.5
drivetrain_neutral	2.2.6.2.1.4
drivetrain_parking_brake_failure	2.2.6.2.1.14
drivetrain_parking_brake_failure	2.3.6.2.4.16
drivetrain_parking_brake_release	2.3.6.2.4.13
drivetrain_parking_brake_set	2.3.6.2.4.12
drivetrain_pivot	2.2.6.2.1.8
drivetrain_refill_transmission_oil	2.2.6.2.1.46
drivetrain_release_parking_brake	2.2.6.2.1.12
drivetrain_repair_parking_brake	2.2.6.2.1.16
drivetrain_repair_parking_brake	2.3.6.2.4.17
drivetrain_repair_service_brake	2.2.6.2.1.15
drivetrain_repair_service_brake	2.3.6.2.4.15
drivetrain_repair_thrown_tracks	2.3.6.2.4.20
drivetrain_repair_transmission_oil_leak	2.2.6.2.1.45
drivetrain_replace_transmission	2.2.6.2.1.47
drivetrain_replace_transmission_oil_filter	2.2.6.2.1.43
drivetrain_reverse	2.2.6.2.1.7
drivetrain_right_omega	2.3.6.2.4.10
drivetrain_service_brake_failure	2.2.6.2.1.13
drivetrain_service_brake_failure	2.3.6.2.4.14
drivetrain_set_brake	2.3.6.2.4.11
drivetrain_set_parking_brake	2.2.6.2.1.11
drivetrain_set_service_brake	2.2.6.2.1.10
drivetrain_set_steering_bar	2.2.6.2.1.9

---



drivetrain_simul	2.2.6.2.1.40
drivetrain_simul	2.3.6.2.4.2
drivetrain_throw_left_track	2.3.6.2.4.19
drivetrain_throw_right_track	2.3.6.2.4.18
drivetrain_torque_converter_speed	2.2.6.2.1.3
drivetrain_transmission_failure	2.2.6.2.1.48
drivetrain_transmission_oil_leak	2.2.6.2.1.44
drivetrain_transmission_select_neutral	2.2.6.2.1.17
dtad_attach	2.1.4.2.1.2.1
dtad_detach	2.1.4.2.1.8.1
dtad_init	2.1.4.2.1.10.2
dtad_loc.h	2.1.4.2.1.9
dtad_signal_handler	2.1.4.2.1.10.1
dtad_uninit	2.1.4.2.1.11.1
dump routines	2.5.19.1.29
dump.c	2.5.14.4
dump_break_list	2.5.18.5.18
dump_core	2.6.4.13.1
dump_core.c	2.6.4.13
dump_drivetrain_state	2.3.6.2.4.21
dump_location	2.5.18.5.17
dump_mass	2.5.7.5.2
dump_transform	2.5.18.5.16
dust_status.c	2.1.1.3.1.12
dynamics_calc_inertial_forces	2.5.7.1.1
dynamics_calc_u	2.5.7.2.1
dynamics_calc_udot	2.5.7.3.1
dynamics_filter_init	2.5.7.4.1
dynamics_filter_open	2.5.7.4.2
dynamics_filter_update	2.5.7.4.3
dynamics_init	2.5.7.5.1
electsys_25mm_gun_malfunction_status	2.3.6.3.1.14
electsys_25mm_gun_request	2.3.6.3.1.24
electsys_alternator_failure	2.2.6.3.1.13
electsys_aux_pump_request	2.2.6.3.1.9
electsys_battery_failure	2.2.6.3.1.17
electsys_charge_battery	2.2.6.3.1.3
electsys_charge_battery	2.3.6.3.1.1
electsys_dead	2.2.6.3.1.2
electsys_dead	2.3.6.3.1.11
electsys_discharge_battery	2.2.6.3.1.7
electsys_discharge_hull_battery	2.3.6.3.1.2
electsys_discharge_turret_backup_battery	2.3.6.3.1.3

electsys_drive_malfunction_status	2.3.6.3.1.12
electsys_engine_start_request	2.2.6.3.1.8
electsys_engine_start_request	2.3.6.3.1.20
electsys_fuel_xfer_pump_request	2.3.6.3.1.25
electsys_generator_failure	2.3.6.3.1.29
electsys_get_battery_voltage	2.2.6.3.1.11
electsys_get_hull_battery_voltage	2.3.6.3.1.26
electsys_get_turret_backup_battery_voltage	2.3.6.3.1.27
electsys_handle_leaky_battery	2.2.6.3.1.16
electsys_handle_leaky_hull_battery	2.3.6.3.1.5
electsys_handle_leaky_turret_backup_battery	2.3.6.3.1.6
electsys_hull_dead	2.3.6.3.1.9
electsys_hull_power_off	2.3.6.3.1.33
electsys_hull_power_request	2.3.6.3.1.18
electsys_hull_reborn	2.3.6.3.1.37
electsys_init	2.2.6.3.1.19
electsys_init	2.3.6.3.1.40
electsys_init_batteries	2.3.6.3.1.38
electsys_laser_start_request	2.2.6.3.1.10
electsys_power_off	2.2.6.3.1.5
electsys_power_request	2.2.6.3.1.4
electsys_rads_to_volts	2.3.6.3.1.4
electsys_reborn	2.3.6.3.1.35
electsys_recharge_battery	2.2.6.3.1.14
electsys_replace_alternator	2.2.6.3.1.12
electsys_replace_battery	2.2.6.3.1.15
electsys_replace_generator	2.3.6.3.1.28
electsys_replace_hull_battery	2.3.6.3.1.30
electsys_replace_turret_backup_battery	2.3.6.3.1.31
electsys_rpms_to_volts	2.2.6.3.1.6
electsys_set_25mm_gun_malfunction_status	2.3.6.3.1.15
electsys_set_tow_circuit_open_status	2.3.6.3.1.17
electsys_set_turret_drive_status	2.3.6.3.1.13
electsys_simul	2.2.6.3.1.1
electsys_simul	2.3.6.3.1.8
electsys_tow_circuit_open_status	2.3.6.3.1.16
electsys_tow_request	2.3.6.3.1.21
electsys_turret_backup_power_request	2.3.6.3.1.7
electsys_turret_dead	2.3.6.3.1.10
electsys_turret_elevation_request	2.3.6.3.1.22
electsys_turret_power_off	2.3.6.3.1.32
electsys_turret_power_request	2.3.6.3.1.19
electsys_turret_reborn	2.3.6.3.1.36

---

electsys_turret_traverse_request	2.3.6.3.1.23
electsys_vars_status	2.2.6.3.1.18
electsys_voltmeter_disabled	2.3.6.3.1.39
elevate_system	2.5.5.2.10
elr_copy	2.6.2.3.1
elr_copy.c	2.6.2.3
elr_elr_cat	2.6.2.4.1
elr_elr_cat.c	2.6.2.4
elr_form	2.6.2.5.1
elr_form.c	2.6.2.5
elr_ident	2.6.2.6.1
elr_ident.c	2.6.2.6
elr_to_mat	2.6.2.7.1
elr_to_mat.c	2.6.2.7
elr_transp.c	2.6.2.8
elr_transpose	2.6.2.8.1
engine_clog_fuel_filter	2.2.6.2.2.38
engine_clog_oil_filter	2.2.6.2.2.31
engine_cooling_system_failure	2.2.6.2.2.36
engine_degrade_engine_power	2.2.6.2.2.34
engine_dynamics	2.2.6.2.2.3
engine_fix_runaway_condition	2.2.6.2.2.26
engine_get_max_power	2.2.6.2.2.14
engine_get_power	2.2.6.2.2.13
engine_get_speed	2.2.6.2.2.11
engine_get_torque	2.2.6.2.2.12
engine_init	2.2.6.2.2.22
engine_major_failure	2.2.6.2.2.23
engine_oil_leak	2.2.6.2.2.33
engine_oil_system_simul	2.2.6.2.2.7
engine_pilot_relay_failure	2.2.6.2.2.29
engine_refill_oil	2.2.6.2.2.35
engine_repair_cooling_system	2.2.6.2.2.37
engine_replace_fuel_filter	2.2.6.2.2.39
engine_replace_oil_filter	2.2.6.2.2.32
engine_replace_pilot_relay	2.2.6.2.2.30
engine_replace_powerpack	2.2.6.2.2.24
engine_replace_starter	2.2.6.2.2.28
engine_runaway_condition	2.2.6.2.2.25
engine_running	2.2.6.2.2.8
engine_set_throttle	2.2.6.2.2.17
engine_shutoff_switch	2.2.6.2.2.20
engine_simul	2.2.6.2.2.7

---

engine_spooling_down	2.2.6.2.2.10
engine_spooling_up	2.2.6.2.2.9
engine_start_switch	2.2.6.2.2.18
engine_tac_idle_switch_on	2.2.6.2.2.15
engine_tac_idle_switch_on	2.2.6.2.2.16
enter_gracefully	2.5.1.1.1
error_printf	2.6.4.14.1
error_printf.c	2.6.4.14
event.c	2.6.9.1
event_flag.c	2.1.1.3.1.13
event_get_eventid	2.6.9.1.2
event_init_eventid	2.6.9.1.1
exit_gracefully	2.5.1.1.2
ex_status.c	2.1.1.3.1.14
f2d_mat_copy	2.6.2.9.1
f2d_mat_transpose	2.5.3.1.6
f2d_m_copy	2.6.2.9
f2d_vec_copy	2.6.2.10.1
f2d_vec_scale	2.5.3.1.8
f2d_v_copy.c	2.6.2.10
fail.h	2.5.4.15
failure_check_cat_kill	2.2.4.1.9
failure_check_cat_kill	2.3.4.1.3
failure_check_indir_tire_damages	2.3.4.1.10
failure_check_indir_fire_damages	2.3.4.1.4
failure_collision_damages	2.2.4.1.8
failure_collision_damages	2.3.4.1.2
failure_engine_fixed	2.2.4.1.3
failure_fire_control_fixed	2.2.4.1.6
failure_fuel_or_brakes_fixed	2.2.4.1.5
failure_gun_turret_fixed	2.2.4.1.7
failure_mob_electrical_fixed	2.2.4.1.2
failure_transmission_fixed	2.2.4.1.4
fail_break_system	2.5.4.8.1
fail_cat_kill	2.5.4.9.1
fail_clear_subsys	2.5.4.14.4
fail_clear_subsys_bit	2.5.4.14.9
fail_death_status	2.5.4.10.1
fail_failure_exists	2.5.4.14.3
fail_get_delta_subsystems	2.5.4.14.7
fail_get_perm_subsys	2.5.4.14.5
fail_init	2.2.4.1.1
fail_init	2.3.4.1.1

fail_init	2.5.4.11.3
fail_init_failure	2.5.4.11.2
fail_is_component_broken	2.5.4.14.6
fail_loc.c	2.5.4.16
fail_loc.h	2.5.4.17
fail_reincarnation	2.5.4.12.1
fail_set_subsys	2.5.4.14.2
fail_set_subsys_bit	2.5.4.14.8
fail_simul	2.5.4.13.1
fail_subsys_init	2.5.4.14.1
fail_system_is_broken	2.5.4.8.2
fail_table_init	2.5.4.11.1
fail_vehicle_is_destroyed	2.5.4.9.2
fifo.h	2.6.8.7
fifo_dequeue	2.6.8.1.1
fifo_dfn.h	2.6.8.8
fifo_enqueue	2.6.8.2.1
fifo_init	2.6.8.3.1
fifo_print	2.6.8.5.1
fifo_uninit	2.6.8.3.2
fill_changed_static_msg	2.1.2.2.2.2.2
fill_changed_static_remove_msg	2.1.2.2.2.2.1
fill_dcHdr	2.1.1.3.1.42.4
fill_ivisHdr	2.1.1.3.1.42.3
fill_mgmtHdr	2.1.1.3.1.42.2
fill_simHdr	2.1.1.3.1.42.1
filter.c	2.5.7.4
filter.c	2.5.14.5
filter_add_class	2.5.15.1.1
filter_change_class_bound	2.5.14.2.1
filter_dump_filter_info	2.5.14.4.1
filter_init	2.5.14.7.1
filter_set_filter_threshold	2.5.14.8.1
filter_set_force	2.5.14.6.1
filter_set_max_cig_range	2.5.14.8.2
find_arg_type	2.6.4.15.2
find_cubic_func	2.6.1.2.1
find_hash_value	2.5.12.11.6
Finite State Machines	2.2.2.2
Finite State Machines	2.3.2.2
fire.c	2.1.1.3.2.5
fire_probe.c	2.1.1.3.2.6
first_order_log	2.5.7.6.1

---

flushbuf.c	2.1.2.2.2.28
flush_buffer	2.1.2.2.2.28.1
fmat_check	2.6.2.11.1
fmat_copy	2.6.2.12.1
fmat_dump	2.6.2.16.1
fmat_dump.c	2.6.2.16
fmat_ident_init	2.6.2.13.1
fmat_mat_mul	2.6.2.14.1
fmat_rot_init	2.6.2.15.1
fmat_rot_init2	2.6.2.17.1
fmat_r_init2.c	2.6.2.17
fmat_sub	2.6.2.18.1
fmat_sub.c	2.6.2.18
fmat_transp.c	2.6.2.19
fmat_transpose	2.6.2.19.1
fm_check.c	2.6.2.11
fm_copy.c	2.6.2.12
fm_id_init.c	2.6.2.13
fm_m_mul.c	2.6.2.14
fm_r_init.c	2.6.2.15
force.c	2.5.14.6
forget_vch.c	2.5.12.3
format.c	2.6.4.15
format_db_filename	2.1.1.3.1.68.1
format_decoder	2.6.4.15.3
format_stealth_appearance	2.1.1.3.1.4.2
format_vehicle_appearance	2.1.1.3.1.4.1
form_c.x	2.6.18.3
form_e.c	2.6.18.5
form_g.c	2.6.18.6
form_N.c	2.6.18.4
form_r.c	2.6.18.7
form_s.c	2.6.18.8
freeze_state	2.5.19.1.28
free_hash_entry	2.5.12.11.7
free_prox	2.5.3.1.5
fuel_check_xfer_timer	2.2.5.2.6
fuel_decide_resupply_quantity	2.2.5.2.21
fuel_decide_resupply_quantity	2.3.5.2.12
fuel_engine_accessory_off	2.3.5.2.8
fuel_engine_accessory_on	2.3.5.2.7
fuel_init	2.3.5.2.2
fuel_init	2.3.5.2.2

---

fuel_init_tanks	2.2.5.2.1
fuel_init_tanks	2.3.5.2.1
fuel_level_bottom	2.3.5.2.9
fuel_level_left	2.2.5.2.16
fuel_level_rear	2.2.5.2.15
fuel_level_right	2.2.5.2.17
fuel_level_top	2.3.5.2.10
fuel_master_power_off	2.2.5.2.14
fuel_master_power_on	2.2.5.2.13
fuel_meter_value	2.2.5.2.4
fuel_off	2.3.5.2.18
fuel_on	2.3.5.2.17
fuel_rear_tank_not_empty	2.2.5.2.7
fuel_receive_loading_state	2.2.5.3.23
fuel_receive_loading_state	2.3.5.3.23
fuel_receive_quiet_state	2.2.5.3.17
fuel_receive_quiet_state	2.3.5.3.17
fuel_receive_request_state	2.2.5.3.20
fuel_receive_request_state	2.3.5.3.20
fuel_repair_transfer_pump	2.2.5.2.18
fuel_repair_transfer_pump	2.3.5.2.20
fuel_resupply_receive_simul	2.2.5.3.26
fuel_resupply_receive_simul	2.3.5.3.26
fuel_resupply_tank	2.2.5.2.24
fuel_resupply_tank	2.3.5.2.15
fuel_select_front_left_tank	2.2.5.2.9
fuel_select_front_right_tank	2.2.5.2.10
fuel_select_rear_tank	2.2.5.2.11
fuel_set_flow	2.2.5.2.8
fuel_set_flow	2.3.5.2.5
fuel_simul	2.2.5.2.3
fuel_simul	2.3.5.2.3
fuel_start_external_resupply	2.2.5.2.22
fuel_start_external_resupply	2.3.5.2.13
fuel_stop_resupply	2.2.5.2.23
fuel_stop_resupply	2.3.5.2.14
fuel_supply_full	2.2.5.2.20
fuel_supply_full	2.3.5.2.11
fuel_top_tank_not_empty	2.3.5.2.4
fuel_transfer_pump_failed	2.3.5.2.19
fuel_transfer_pump_failure	2.2.5.2.19
fuel_warning_levels	2.2.5.2.5
fuel_xfer_fuel	2.2.5.2.12

fuel_xfer_fuel	2.3.5.2.6
fuState.c	2.1.1.3.1.15
fuze_prox.c	2.5.3.1
fvec_add	2.6.2.25.1
fvec_add.c	2.6.2.25
fvec_check	2.6.2.20.1
fvec_copy	2.6.2.26.1
fvec_copy.c	2.6.2.26
fvec_cross_prod	2.6.2.24.1
fvec_dot_prod	2.6.2.21.1
fvec_dump	2.6.2.27
fvec_dump	2.6.2.27.1
fvec_mat_mul	2.6.2.22.1
fvec_norm.c	2.6.2.28
fvec_normalize	2.6.2.28.1
fvec_scale	2.6.2.23.1
fvec_sub	2.6.2.29.1
fvec_sub.c	2.6.2.29
fv_check.c	2.6.2.20
fv_d_prod.c	2.6.2.21
fv_m_mul.c	2.6.2.22
fv_scale.c	2.6.2.23
fv_x_prod.c	2.6.2.24
f_break_sys.c	2.5.4.8
f_cat_kill.c	2.5.4.9
f_dequeue.c	2.6.8.1
f_dth_stat.c	2.5.4.10
f_init.c	2.5.4.11
f_init.c	2.6.8.3
f_open_out.c	2.6.8.4
f_print.c	2.6.8.5
f_reincarn.c	2.5.4.12
f_send_out.c	2.6.8.6
f_simul.c	2.5.4.13
f_subsys.c	2.5.4.14
gearbox_shift	2.2.6.2.1.23
generate_output_coeff_vals	2.6.1.4.9
generate_sim_lin_eq	2.6.1.4.7
generate_x_powers	2.6.1.4.5
generate_y_powers	2.6.1.4.6
get_air_vehs.c	2.5.12.4
get_ammo_map_file	2.5.1.2.6
get_asid_map_file	2.5.1.2.4



---

get_back.c	2.1.2.2.2.29
get_back_of_send_buffer	2.1.2.2.2.29.1
get_ballistics_debug	2.1.2.2.6.2
get_ballistics_debug	2.1.2.2.7.2
get_braking_factor	2.2.6.2.1.20
get_br_vals	2.1.2.2.4.3.1
get_br_vals.c	2.1.2.2.4.3
get_calib_file	2.5.1.2.13
get_cig2.c	2.1.2.2.1.17
get_cig2_present	2.1.2.2.1.17
get_cig_mask	2.1.2.2.2.30.1
get_cig_mask.c	2.1.2.2.2.30
get_constants_file	2.5.1.2.19
get_curr_condition	2.5.4.20.1
get_db_override	2.5.1.2.18
get_debug.c	2.1.2.2.2.31
get_ded_override	2.5.1.2.17
get_default_db_name	2.5.1.2.15
get_default_db_version	2.5.1.2.16
get_device_file	2.5.1.2.12
get_entries_until_end_subclass	2.6.11.3.6
get_entry.c	2.6.11.2
get_exer_id.c	2.1.1.3.1.16
get_file_dat.c	2.1.2.2.3.3
get_force.c	2.1.1.3.1.17
get_front.c	2.1.2.2.2.32
get_front_of_send_buffer	2.1.2.2.2.32.1
get_f_status.c	2.1.2.2.3.2
get_guises.c	2.1.1.3.1.18
get_hash_entry	2.5.12.11.8
get_height_under_wheel	2.5.10.8.3
get_idle_filter_file	2.5.1.2.9
get_initial_sizes	2.1.2.2.1.18.1
get_init_buf.c	2.1.2.2.2.33
get_init_ptrs	2.1.2.2.2.33.1
get_i_sizes.c	2.1.2.2.1.18
get_laser.c	2.1.2.2.3.4
get_laser2.c	2.1.2.2.3.5
get_list.c	2.5.13.1
get_max.c	2.1.2.2.1.19
get_max_buffer_sizes	2.1.2.2.1.19.1
get_n_mapped	2.1.2.2.2.34.1
get_n_mapped.c	2.1.2.2.2.34

---

get_obj_type.c	2.5.12.5
get_orient_vecs	2.5.8.9.3
get_other_st.c	2.1.2.2.2.35
get_other_start_in_send_buffer	2.1.2.2.2.35.1
get_priority_list_file	2.5.1.2.10
get_prior_list.c	2.5.12.6
get_prox	2.5.3.1.4
get_reason_app	2.5.16.3.5
get_reason_gun_elev	2.5.16.3.7
get_reason_loc	2.5.16.3.8
get_reason_rot	2.5.16.3.5
get_reason_time	2.5.16.3.4
get_reason_tur_azi	2.5.16.3.6
get_receive_buffer	2.1.2.2.1.21.1
get_receive_size	2.1.2.2.1.20.1
get_rcv_buf.c	2.1.2.2.1.21
get_register_file	2.5.1.2.11
get_r_size.c	2.1.2.2.1.20
get_sbuffer	2.1.2.2.2.36.1
get_sbuffer.c	2.1.2.2.2.36
get_sdamage_file	2.5.1.2.7
get_send_size	2.1.2.2.1.22.1
get_send_status	2.1.2.2.1.25.1
get_sim_filter_file	2.5.1.2.14
get_sim_type.c	2.1.1.3.1.19
get_size.c	2.5.11.2
get_soil.c	2.5.11.3
get_static_debug	2.1.2.2.2.31.1
get_s_size.c	2.1.2.2.1.22
get_thresh_file	2.5.1.2.8
get_unit.c	2.1.1.3.1.20
get_vap.c	2.5.12.7
get_vconfig_file1	2.5.1.2.2
get_vconfig_file2	2.5.1.2.3
get_vehicle_entries_until_end_subclass	2.6.11.5.6
get_vehs.c	2.5.12.9
get_veh_app.c	2.1.1.3.1.21
get_veh_id.c	2.1.1.3.1.22
get_veh_loc.c	2.5.12.8
get_veh_map_file	2.5.1.2.5
get_veh_type.c	2.1.1.3.1.23
get_vflags.c	2.1.2.2.4.4
get_vid.c	2.5.12.10

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get_view_flags	2.1.2.2.4.4.1
get_vmodes	2.1.2.2.4.5.1
get_vmodes.c	2.1.2.2.4.5
get_xmt_fail.c	2.1.1.3.1.24
gnd_impact.c	2.1.1.3.1.25
ground_impact	2.1.1.3.2.8.5
gun_fired.c	2.5.6.1
hash.c	2.5.12.11
High Performance Analog Interface	2.1.4.2
Host Network Interface	2.1.1.3
f_enqueue.c	2.6.8.2
hydraulic_elevate_gun_request	2.2.6.4.2.11
hydraulic_parking_brake_on_request	2.2.6.4.2.9
hydraulic_slew_turret_request	2.2.6.4.2.10
hull	2.5.18.3.6
hull_info.c	2.5.8.1
hull_init	2.5.9.1.1
hull_init.c	2.5.9.1
hull_loc.c	2.5.9.2
hull_uninit	2.5.9.1.2
hydraulic_ammc_door_closed	2.2.6.4.2.8
hydraulic_ammc_door_open_request	2.2.6.4.2.7
hydraulic_aux_pump_failure	2.2.6.4.2.19
hydraulic_aux_pump_fill	2.2.6.4.2.6
hydraulic_charge_reborn	2.2.6.4.2.20
hydraulic_check_acc	2.2.6.4.2.3
hydraulic_delta_pressure_calc	2.2.6.4.2.13
hydraulic_deplete_reservoir	2.2.6.4.2.4
hydraulic_fraction_flow_rate	2.2.6.4.2.12
hydraulic_init	2.2.6.4.2.2
hydraulic_main_pump_failure	2.2.6.4.2.18
hydraulic_main_pump_fill	2.2.6.4.2.5
hydraulic_master_power_off	2.2.6.4.2.15
hydraulic_master_power_on	2.2.6.4.2.14
hydraulic_repair_aux_pump	2.2.6.4.2.17
hydraulic_repair_main_pump	2.2.6.4.2.16
hydraulic_simul	2.2.6.4.2.1
hydrsys_vars_status	2.2.6.4.2.21
idc_array_init	2.1.4.1.3.2
idc_array_init	2.1.4.1.4.2
idc_array_init	2.1.4.1.5.2
idc_choose_fifo	2.1.4.1.1.1.1
idc_fifo_init	2.1.4.1.1.24.2

---

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idc_fifo_uninit	2.1.4.1.1.24.3
idc_get_actions	2.1.4.1.1.4.1
idc_get_device_type	2.1.4.1.1.5.1
idc_get_names	2.1.4.1.1.6.1
idc_get_num_idcs	2.1.4.1.3.1
idc_get_num_idcs	2.1.4.1.4.1
idc_get_num_idcs	2.1.4.1.5.1
idc_get_offset	2.1.4.1.1.7.1
idc_get_port_name	2.1.4.1.1.8.1
idc_get_station_description	2.1.4.1.1.9.1
idc_init	2.1.4.1.1.24.1
idc_invert_outputs	2.1.4.1.3.3
idc_invert_outputs	2.1.4.1.4.3
idc_loc.h	2.1.4.1.1.23
idc_open_port	2.1.4.1.1.11.1
idc_output_16_set	2.1.4.1.1.25.1
idc_output_16_set2	2.1.4.1.1.26.1
idc_output_restore	2.1.4.1.1.27.1
idc_output_restore_cond	2.1.4.1.1.28.1
idc_output_set_cond	2.1.4.1.1.30.1
idc_output_set_ns	2.1.4.1.1.31.1
idc_output_set_ns_cond	2.1.4.1.1.29.1
idc_output_set_ns_cond	2.1.4.1.1.32.1
idc_raw_16_set2_cmd	2.1.4.1.1.16.1
idc_raw_16_set_cmd	2.1.4.1.1.15.1
idc_raw_set_cmd	2.1.4.1.1.17.1
idc_reset	2.1.4.1.1.24.4
idc_reset_cmd	2.1.4.1.1.21.1
idc_reset_input	2.1.4.1.1.24.5
idc_reset_output	2.1.4.1.1.24.6
idc_respond	2.1.4.1.1.33.1
idc_set_reticle_init_val	2.1.4.1.3.5
idc_veh_spec_init	2.1.4.1.3.4
idc_veh_spec_init	2.1.4.1.3.4
idc_veh_spec_init	2.1.4.1.5.3
idiot_check.c	2.1.1.3.2.7
irnpact.c	2.1.1.3.2.8
irnpacts.c	2.5.15.1
irnpacts_free_element	2.5.15.1.5
irnpacts_get_element	2.5.15.1.4
irnpacts_init	2.5.15.1.1
irnpacts_queue_effect	2.5.15.1.3
irnpacts_tell_cig_about_irnpacts	2.5.15.1.2

---

imp_rsp.c	2.1.1.3.1.26
included_unit	2.1.1.3.1.63.5
including_unit	2.1.1.3.1.63.6
indir_fire.c	2.1.1.3.2.9
init.c	2.1.1.2.2.1
init.c	2.1.2.1.1.4
init.c	2.1.4.1.1.24
init.c	2.1.4.2.1.10
init.c	2.1.5.1.11
init.c	2.1.6.1.2
init.c	2.5.7.5
init.c	2.5.14.7
init_agl_rtn.c	2.1.2.2.3.6
init_ballistics_buffer	2.1.2.2.2.14.1
init_brow_pad_state	2.1.2.2.7.3
init_direct_fire_table	2.5.4.5.4
init_indirect_fire_table	2.5.4.5.3
init_suppt.c	2.5.10.7
Internal Kinematics	2.2.6.1
Internal Kinematics	2.3.6.1
int_limit	2.6.1.6.2
inv_sin_cos.c	2.6.1.3
inv_sin_cos_deg	2.6.1.3.1
inv_sin_cos_rad	2.6.1.3.2
io_simul	2.1.2.2.5.1.1
io_simul.c	2.1.2.2.5.1
io_simul_idle	2.1.2.2.5.1.2
is_air_veh.c	2.6.10.1
is_air_vehicle	2.6.10.1.1
is_air_vehicle	2.6.10.1.1
is_ammo_carrier	2.6.10.2.2
is_ammo_veh.c	2.6.10.2
is_ammo_vehicle	2.6.10.2.1
is_anti_air.c	2.6.10.3
is_anti_aircraft	2.6.10.3.1
is_apc.c	2.6.10.4
is_attack_rwa	2.6.10.5.1
is_att_rwa.c	2.6.10.5
is_friend.c	2.6.10.6
is_friendly	2.6.10.6.1
is_fuel_veh.c	2.6.10.7
is_fuel_vehicle	2.6.10.7.1
is_fwa	2.6.10.8.1

is_fwa.c	2.6.10.8
is_mb_tank.c	2.6.10.9
is_personnel_carrier	2.6.10.4.1
is_repair_vehicle	2.6.10.10.1
is_rep_veh.c	2.6.10.10
is_rwa	2.6.10.11.1
is_rwa.c	2.6.10.11
i_error.c	2.1.4.1.1.2
i_getact.c	2.1.4.1.1.3
i_getacts.c	2.1.4.1.1.4
i_getdevice.c	2.1.4.1.1.5
i_getnames.c	2.1.4.1.1.6
i_getoffset.c	2.1.4.1.1.7
i_getport.c	2.1.4.1.1.8
i_getstat.c	2.1.4.1.1.9
i_loc.c	2.1.4.1.1.10
i_opn_port.c	2.1.4.1.1.11
i_perror.c	2.1.4.1.1.12
i_port_stk.c	2.1.4.1.1.13
i_raw_16_set.c	2.1.4.1.1.15
i_raw_16_st2.c	2.1.4.1.1.16
i_raw_set.c	2.1.4.1.1.17
i_readbody.c	2.1.4.1.1.18
i_readfile.c	2.1.4.1.1.19
i_readhead.c	2.1.4.1.1.20
i_reset.c	2.1.4.1.1.21
i_strsave.c	2.1.4.1.1.22
kato_ammo.c	2.4.4.1
kato_attach.c	2.4.7.1
kato_cig.c	2.1.2.2.8
kato_cmcflt.c	2.4.6.2
kato_control.c	2.4.8.1
kato_ctl_fsm.c	2.4.2.1
kato_ctl_nls.c	2.4.2.2
kato_ctl_sim.c	2.4.2.3
kato_failure.c	2.4.3.1
kato_gunmnt.c	2.4.7.2
kato_idc.c	2.1.4.1.5
kato_keybrd.c	2.1.6.4
kato_main.c	2.4.1.1
kato_mem.c	2.6.15
kato_meter.c	2.4.2.5
kato_network.c	2.4.6.1

kato_periph.c	2.4.6.3
kato_pots.c	2.4.2.4
kato_resupp.c	2.4.4.2
kato_rotate.c	2.4.5.2
kato_sb.c	2.1.7.2
kato_simul.c	2.4.6.4
kato_sound.c	2.1.3.4
kato_state.c	2.4.8.2
kato_status.c	2.1.5.4
kato_stubs.c	2.4.6.5
kato_view.c	2.1.2.2.9
kato_vision.c	2.4.5.1
Keyboard	2.1.6
keybrd_ammo_carriers_near_here	2.3.5.3.35
keybrd_tty_close	2.1.6.1.1.1
keybrd_tty_init	2.1.6.1.2.1
keybrd_tty_read	2.1.6.1.4.1
keybrd_tty_reset	2.1.6.1.5.1
keybrd_tty_write	2.1.6.1.6.1
key_list_init	2.1.2.2.2.21.2
key_list_initialized	2.1.2.2.2.21.1
key_loc.h	2.1.6.1.3
kinematics_calc_origin_state	2.6.18.1.2
kinematics_calc_velocity	2.6.18.2.1
kinematics_cant_cos	2.5.8.5.1
kinematics_cant_sin	2.5.8.5.3
kinematics_fix_matrix	2.5.8.9.2
kinematics_form_C	2.6.18.3.1
kinematics_form_e	2.6.18.5.1
kinematics_form_G	2.6.18.6.1
kinematics_form_r	2.6.18.7.1
kinematics_form_s	2.6.18.8.1
kinematics_from_N	2.6.18.4.1
kinematics_get_d_pos	2.5.8.1.7
kinematics_get_h_to_o	2.5.8.1.3
kinematics_get_h_to_w	2.5.8.1.2
kinematics_get_o_to_h	2.5.8.1.4
kinematics_get_slope_ind	2.5.8.1.8
kinematics_get_u_norm	2.5.8.1.5
kinematics_get_velocity	2.5.8.1.6
kinematics_get_w_to_h	2.5.8.1.1
kinematics_init	2.5.8.3.2
kinematics_move_vehicle	2.5.8.7.1

---

kinematics_pitch_cos	2.5.8.5.2
kinematics_pitch_sin	2.5.8.5.1
kinematics_pos_init	2.5.8.13.1
kinematics_range_squared	2.5.8.10.1
kinematics_set_local_kinematics	2.5.8.9.1
kinematics_set_orientation_matrix	2.5.19.1.5
kinematics_simul	2.5.8.6.1
kinematics_turn_vehicle	2.5.8.11.1
kinematics_uninit	2.5.8.3.1
kinematics_update_e	2.6.18.11.1
kinematics_update_p	2.6.18.12.1
kinematics_update_rva	2.5.8.12.1
kinematics_vehicle_init	2.5.8.13.2
kinematics_viewpoint_offset	2.6.18.1.1
kin_init.c	2.5.8.3
kin_loc.c	2.5.8.4
kin_loc.h	2.5.8.5
kin_simul.c	2.5.8.6
lag.c	2.5.7.6
laser_detect.c	2.1.1.3.1.27
laser_fire.c	2.1.1.3.1.28
laser_range.c	2.1.1.3.1.29
laser_range.c	2.1.1.3.2.10
laser_result.c	2.1.1.3.1.30
least_squares_fit	2.6.1.4.1
least_sq_fit.c	2.6.1.4
libapp	2.5.16
libapp.h	2.5.16.1
libassoc	2.1.1.2.1
libball	2.5.2
libbbd	2.1.5.1
libbigwh	2.5.10
libcif	2.1.2.1.1
libcif.h	2.1.2.1.1.5
libcig	2.1.2.2.1
libdtad	2.1.4.2.1
libdyn	2.5.7
libevent	2.6.9
libevent.h	2.6.9.2
libfail	2.5.4
libfifo	2.6.8
libfile	2.6.17
libfilter	2.5.14

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libhull	2.5.9
libidc	2.1.4.1.1
libidc_error_report	2.1.4.1.1.2.1
libidc_get_action	2.1.4.1.1.3.1
libidc_perror_report	2.1.4.1.1.12.1
libidc_read_idc_parameter_body	2.1.4.1.1.18.1
libidc_read_idc_parameter_header	2.1.4.1.1.20.1
libidc_strsave	2.1.4.1.1.22.1
libimpacts	2.5.15
libimps.h	2.5.15.2
libio_simul	2.1.2.2.5
libkeybrd	2.1.6.1
libkin	2.5.8
libmain	2.5.1
libmap	2.6.11
libmath	2.6.1
libmath.h	2.6.1.5
libmatrix	2.6.2
libmatrix.h	2.6.2.67
libmem	2.6.12
libmissile	2.5.3
libmissile	2.5.3
libmissile.h	2.5.3.4
libmiss_dfn.h	2.5.3.2
libmiss_loc.h	2.5.3.3
libmove	2.6.6
libmsg	2.1.2.2.2
libmsg.h	2.1.2.2.2.117
libnear	2.5.17
libnetif	2.1.1.1.1
libp2p	2.1.1.2.2
libpots	2.1.4.1.2
libpots.h	2.1.4.1.2.7
libproc	2.1.2.2.3
libquat	2.6.18
libRcvNet	2.1.1.3.2
librotate	2.5.18
librotate.h	2.5.18.2
librot_loc.h	2.5.18.1
librtc	2.6.16
librva	2.5.12
librva_util	2.5.13
librva_util.h	2.5.13.2

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libSendNet	2.1.1.3.1
libser	2.6.7
libshm	2.6.5
libsound.c	2.1.3.1
libspaceball	2.1.7.1
libsusp	2.5.6
libsusp.h	2.5.6.2
libterrain	2.5.11
libtimers	2.6.3
libturret	2.5.5
libturret.h	2.5.5.1
libupdate	2.5.19
libupdate.c	2.5.19.1
libutil	2.6.4
libutil.h	2.6.4.16
libveh	2.6.10
libveh.h	2.6.10.12
libvflags	2.1.2.2.4
libvflags.h	2.1.2.2.4.13
limit.c	2.6.1.6
load_drivetrain	2.2.6.2.1.34
load_final_drive	2.2.6.2.1.21
load_gearbox	2.2.6.2.1.24
load_sprocket	2.2.6.2.1.18
location.c	2.5.14.8
lock_veh.c	2.5.12.12
lookup_keyword	2.1.2.2.2.21.4
Low Level Control Handling	2.2.2.1
Low Level Control Handling	2.3.2.1
lrepair_init	2.5.4.19.1
lt_init.c	2.5.11.4
M1	2.2
M1	2.2.2
M1	2.2.3
M1	2.2.4
M1	2.2.5
M1	2.2.6
m1_ammo.c	2.2.5.1
m1_bcs.c	2.2.3.1
m1_cig.c	2.1.2.2.6
m1_ctl_fsm.c	2.2.2.2.1
m1_ctl_mpc.c	2.2.2.1.2
m1_ctl_npc.c	2.2.2.1.1

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m1_ctl_tpc.c	2.2.2.1.3
m1_cupola.c	2.2.6.1.2
m1_dtrain.c	2.2.6.2.1
m1_elecsys.c	2.2.6.4.1
m1_engine.c	2.2.6.2.2
m1_failure.c	2.2.4.1
m1_firectl.c	2.2.2.2.3
m1_fuelsys.c	2.2.5.2
m1_handles.c	2.2.2.2.2
m1_hydrsys.c	2.2.6.4.2
m1_idc.c	2.1.4.1.3
m1_keybrd.c	2.1.6.2
m1_laser.c	2.2.3.2
m1_main.c	2.2.1.1
m1_mem.c	2.6.13
m1_mem_dfn.h	2.6.7.1
m1_meter.c	2.2.2.3.1
m1_network.c	2.2.7.1
m1_pots.c	2.2.2.3.2
m1_repair.c	2.2.4.2
m1_resupp.c	2.2.5.3
m1_sound.c	2.1.3.2
m1_status.c	2.1.5.2
m1_tracks.c	2.2.6.2.3
m1_turret.c	2.2.6.1.1
m1_vision.c	2.2.6.4.3
m1_weapons.c	2.2.3.3
M2	2.3
M2	2.3.1
M2	2.3.2
M2	2.3.3
M2	2.3.4
M2	2.3.5
M2	2.3.6
M2	2.3.6.2
m2_alpha.c	2.3.2.3.1
m2_ammo.c	2.3.5.1
m2_bcs.c	2.3.3.1
m2_cig.c	2.1.2.2.7
m2_cntrlr.c	2.3.6.2.3
m2_ctl_fsm.c	2.3.2.2.1
m2_ctl_mpc.c	2.3.2.1.2
m2_ctl_tdc.c	2.3.2.1.1

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m2_ctl_tpc.c	2.3.2.1.3
m2_cupola.c	2.3.6.1.2
m2_dtrain.c	2.3.6.2.4
m2_dust.c	2.3.7.2
m2_elecsys.c	2.3.6.3.1
m2_engfail.c	2.3.6.2.6
m2_engine.c	2.3.6.2.5
m2_failure.c	2.3.4.1
m2_firectl.c	2.3.2.2.3
m2_fuelsys.c	2.3.5.2
m2_gages.c	2.3.2.3.2
m2_handles.c	2.3.2.2.2
m2_idc.c	2.1.4.1.4
m2_isu.c	2.3.6.3.3
m2_keybrd.c	2.1.6.3
m2_launcher.c	2.3.6.1.4
m2_main.c	2.3.1.2
m2_mem.c	2.6.14
m2_meter.c	2.3.2.3.3
m2_network.c	2.3.7.1
m2_odom.c	2.3.2.3.4
m2_pots.c	2.3.2.1.4
m2_pots.c	2.3.2.3.5
m2_ptrain.c	2.3.6.2.1
m2_ramp.c	2.3.6.1.3
m2_repair.c	2.3.4.2
m2_resupp.c	2.3.5.3
m2_slope.c	2.3.2.3.6
m2_sound.c	2.1.3.3
m2_status.c	2.1.5.3
m2_trans.c	2.3.6.2.2
m2_turret.c	2.3.6.1.1
m2_vision.c	2.3.6.3.2
m2_weapons.c	2.3.3.2
main	2.2.1.1.9
main	2.3.1.1.11
main	2.4.1.1.9
main.c	2.5.1.1
main_read_pars_file	2.5.1.2.1
make_c	2.6.18.9.1
make_exe	2.6.18.9
map_ammoc	2.6.11.3
map_aside	2.6.11.4

map_clear_asid	2.6.11.4.3
map_file_read	2.6.11.3.1
map_format_asid	2.6.11.4.7
map_get_ammo_class_from_ammo_entry	2.6.11.2.13
map_get_ammo_entry_from_network_type	2.6.11.2.1
map_get_bumper_status	2.6.11.4.6
map_get_burst_air_from_ammo_entry	2.6.11.2.5
map_get_burst_armor_from_ammo_entry	2.6.11.2.6
map_get_burst_ground_from_ammo_entry	2.6.11.2.4
map_get_burst_other_from_ammo_entry	2.6.11.2.8
map_get_burst_wood_from_ammo_entry	2.6.11.2.7
map_get_damage_files	2.6.11.1.1
map_get_damage_file_index_from_ammo_entry	2.6.11.2.12
map_get_muzzle_flash_me_from_ammo_entry	2.6.11.2.10
map_get_muzzle_flash_other_from_ammo_entry	2.6.11.2.11
map_get_network_type_from_ammo_entry	2.6.11.2.3
map_get_tracer_from_ammo_entry	2.6.11.2.9
map_idc_values	2.6.12.1.3
map_is_bomb	2.6.11.2.14
map_is_missile	2.6.11.2.15
map_is_projectile	2.6.11.2.16
map_net_to_cig	2.6.11.5.8
map_read_asid_file	2.6.11.4.1
map_set_asid	2.6.11.4.2
map_set_bumper_numbers	2.6.11.4.4
map_set_bumper_status	2.6.11.4.8
map_set_dust_cloud	2.6.11.4.5
map_veh.c	2.6.11.5
map_vehicle_file_read	2.6.11.5.1
markers.c	2.1.1.3.2.11
markers.c	2.5.12.13
mat_add	2.6.2 36.1
mat_add.c	2.6.2.36
mat_adj.c	2.6.2.37
mat_adjugate	2.6.2.37.1
mat_check	2.6.2.38.1
mat_check.c	2.6.2.38
mat_copy	2.6.2.39.1
mat_copy.c	2.6.2.39
mat_deter.c	2.6.2.40
mat_determinant	2.6.2.40.1
mat_dump	2.6.2.41.1
mat_dump.c	2.6.2.41

mat_fix_matrix	2.6.2.30.1
mat_form	2.6.2.42.1
mat_form.c	2.6.2.42
mat_ident	2.6.2.43.1
mat_ident.c	2.6.2.43
mat_ident_init	2.6.2.31.1
mat_init	2.6.2.44.1
mat_init.c	2.6.2.44
mat_inv.c	2.6.2.45
mat_inverse	2.6.2.45.1
mat_level_init	2.6.2.46.1
mat_lev_init.c	2.6.2.46
mat_mat_mul	2.6.2.32.1
mat_rot_init	2.6.2.47.1
mat_rot_init2	2.6.2.33.1
mat_r_init.c	2.6.2.47
mat_scale	2.6.2.48.1
mat_scale.c	2.6.2.48
mat_sub	2.6.2.49.1
mat_sub.c	2.6.2.49
mat_to_elr	2.6.2.50.1
mat_to_elr.c	2.6.2.50
mat_transp.c	2.6.2.51
mat_transpose	2.6.2.51.1
mat_trig_init	2.6.2.34.1
mat_vec_mul	2.6.2.35.1
mem_assign_memory_ptr	2.6.12.1.1
mem_assign_other_ptr	2.6.13.1
mem_assign_other_ptr	2.6.14.1
mem_assign_other_ptr	2.6.15.1
mem_assign_shared_memory	2.6.12.2.1
mem_free_shared_memory	2.6.12.1.2
mem_get_idc_share_size	2.6.12.1.5
mem_get_memory_key	2.6.12.1.6
mem_get_total_share_size	2.6.12.1.7
missile.c	2.1.1.3.1.31
missile_adat_fire	2.5.3.2.2
missile_adat_fly	2.5.3.2.4
missile_adat_fly_missiles	2.5.3.2.3
missile_adat_init	2.5.3.2.1
missile_adat_reset_missiles	2.5.3.2.4
missile_adat_stop	2.5.3.2.5
missile_agm_seek	2.5.3.15.2

missile_fuze_prox	2.5.3.1.2
missile_fuze_prox_init	2.5.3.1.1
missile_fuze_prox_stop	2.5.3.1.3
missile_hellfire_fire	2.5.3.7.2
missile_hellfire_fly	2.5.3.7.3
missile_hellfire_init	2.5.3.7.1
missile_hellfire_stop	2.5.3.7.4
missile_maverick_fire	2.5.3.9.4
missile_maverick_fly	2.5.3.9.6
missile_maverick_fly_missiles	2.5.3.9.5
missile_maverick_init	2.5.3.9.1
missile_maverick_pre_launch	2.5.3.9.3
missile_maverick_ready	2.5.3.9.2
missile_maverick_stop	2.5.3.9.7
missile_stinger_fire	2.5.3.11.4
missile_stinger_fly	2.5.3.11.6
missile_stinger_fly_missiles	2.5.3.11.5
missile_stinger_init	2.5.3.11.1
missile_stinger_pre_launch	2.5.3.11.3
missile_stinger_ready	2.5.3.11.2
missile_stinger_stop	2.5.3.11.7
missile_target_agm	2.5.3.15.1
missile_target_ground	2.5.3.16.1
missile_target_intercept	2.5.3.17.2
missile_target_intercept_find_poly	2.5.3.17.3
missile_target_intercept_pre_burnout	2.5.3.17.1
missile_target_level_los	2.5.3.18.1
missile_target_los	2.5.3.19.1
missile_target_los_bias	2.5.3.20.1
missile_target_point	2.5.3.21.1
missile_target_pursuit	2.5.3.22.1
missile_target_unguided	2.5.3.23.1
missile_tow_cut_wire	2.5.3.13.5
missile_tow_fire	2.5.3.13.2
missile_tow_fly	2.5.3.13.3
missile_tow_init	2.5.3.13.1
missile_tow_stop	2.5.3.13.4
missile_util_comm_check_detonate	2.5.3.24.9
missile_util_comm_check_intersection	2.5.3.24.8
missile_util_comm_fire_missile	2.5.3.24.2
missile_util_comm_fly_missile	2.5.3.24.3
missile_util_comm_fuze_detonate	2.5.3.24.6
missile_util_comm_init	2.5.3.24.1

missile_util_comm_intersected_model	2.5.3.24.5
missile_util_comm_intersected_poly	2.5.3.24.4
missile_util_comm_stop_missile	2.5.3.24.7
missile_util_eval_cos_coeff	2.5.3.25.2
missile_util_eval_newton_raphson	2.5.3.25.3
missile_util_eval_poly	2.5.3.25.1
missile_util_flyout	2.5.3.26.1
missile_util_init	2.5.3.27.1
miss_adat.c	2.5.3.5
miss_adat.h	2.5.3.6
miss_hellfr.c	2.5.3.7
miss_hellfr.h	2.5.3.8
miss_maverick.c	2.5.3.9
miss_maverick.h	2.5.3.10
miss_stinger.c	2.5.3.11
miss_stinger.h	2.5.3.12
miss_tow.c	2.5.3.13
Motion	2.4.8
move_veh.c	2.5.8.7
msg_loc.c	2.1.2.2.2.37
msg_loc.h	2.1.2.2.2.38
multi_cig_append_traj_entry_xfer	2.1.2.2.2.6.1
multi_cig_append_traj_table_xfer	2.1.2.2.2.7.1
multi_cig_msg_prepend_pass_on	2.1.2.2.2.80.1
multi_cig_msg_prepend_request_laser_range	2.1.2.2.2.81.1
multi_cig_msg_prepend_rts4x3_matrix	2.1.2.2.2.82.1
multi_cig_msg_prepend_view_flags	2.1.2.2.2.84.1
multi_cig_prepend_dr11_pkt_size	2.1.2.2.2.79.1
multi_cig_push_cig_ctl	2.1.2.2.2.78.1
Munitions Management	2.4.4
m_fix_m.c	2.6.2.30
m_id_init.c	2.6.2.31
m_m_mul.c	2.6.2.32
m_r_int2.c	2.6.2.33
m_trig_init.c	2.6.2.34
m_v_mul.c	2.6.2.35
near_get_next_veh_near_point	2.5.17.1.1
near_get_next_veh_near_vector	2.5.17.2.1
near_get_preferred_veh_near_point	2.5.17.1.4
near_get_preferred_veh_near_vector	2.5.17.2.4
near_get_veh_closest_to_point	2.5.17.1.3
near_get_veh_closest_to_vector	2.5.17.2.3
near_get_veh_if_still_near_point	2.5.17.1.2



near_get_veh_if_still_near_vector	2.5.17.2.2
near_point.c	2.5.17.1
near_vector.c	2.5.17.2
need_to_send_veh_status	2.1.1.3.1.32.1
Network Device Interface	2.1.1.1
Network Interactions	2.2.7
Network Interactions	2.3.7
Network Interactions	2.4.6
Network Interface Software	2.1.1
network_can_i_really_use_network	2.1.1.3.2.27.1
network_check_veh_appearance	2.1.1.3.1.66.4
network_dont_really_open_up_ethernet	2.1.1.3.2.14.1
network_fill_hdr_send_dc_pkt	2.1.1.3.1.42.6
network_fill_hdr_send_dc_rsp	2.1.1.3.1.46.2
network_fill_hdr_send_dc_trans	2.1.1.3.1.47.2
network_fill_hdr_send_ivis_pkt	2.1.1.3.1.42.8
network_fill_hdr_send_mgmt_pkt	2.1.1.3.1.42.7
network_fill_hdr_send_sim_pkt	2.1.1.3.1.42.5
network_fill_hdr_send_sim_rsp	2.1.1.3.1.46.1
network_fill_hdr_send_sim_trans	2.1.1.3.1.47.1
network_get_exercise_id	2.1.1.3.1.16.1
network_get_network_device	2.1.1.3.2.12.5
network_get_net_handle	2.1.1.3.2.12.1
network_get_simulator_type	2.1.1.3.1.19.1
network_get_vehicle_appearance	2.1.1.3.1.21.1
network_get_vehicle_force	2.1.1.3.1.17.1
network_get_vehicle_guises	2.1.1.3.1.18.1
network_get_vehicle_id	2.1.1.3.1.22.1
network_get_vehicle_type	2.1.1.3.1.23.1
network_get_vehicle_unit	2.1.1.3.1.20.1
network_init	2.1.1.3.2.12.3
network_init.c	2.1.1.3.2.12
network_init_thresholds	2.1.1.3.1.66.5
network_missiles_init	2.1.1.3.1.31.1
network_print_statistics	2.1.1.3.2.16.1
network_really_open_up_ethernet	2.1.1.3.2.15.1
network_respond_to_query_pkt	2.1.1.3.1.63.2
network_respond_to_query_trans	2.1.1.3.1.63.1
network_restart_sending_app	2.1.1.3.1.66.3
network_send_collision_response	2.1.1.3.1.7.1
network_send_deactivate_response	2.1.1.3.1.9.1
network_send_event_flag	2.1.1.3.1.13.1
network_send_feed_me_packet	2.1.1.3.1.48.1

network_send_ground_impact	2.1.1.3.1.25.1
network_send_impact_response	2.1.1.3.1.26.1
network_send_laser_range	2.1.1.3.1.29.1
network_send_missile_appearance	2.1.1.3.1.31.2
network_send_missile_fire_pkt	2.1.1.3.1.31.4
network_send_non_impact	2.1.1.3.1.33.1
network_send_offer_packet	2.1.1.3.1.40.1
network_send_outta_my_way_mf	2.1.1.3.1.8.1
network_send_shell_fire_pkt	2.1.1.3.1.57.1
network_send_status_change	2.1.1.3.1.62.1
network_send_thank_you_packet	2.1.1.3.1.41.1
network_send_vehicle_impact	2.1.1.3.1.70.1
network_set_burning_status	2.1.1.3.1.11.3
network_set_commo_kill	2.1.1.3.1.11.4
network_set_death_status	2.1.1.3.1.11.1
network_set_dust_cloud	2.1.1.3.1.12.1
network_set_exercise_id	2.1.1.3.1.49.1
network_set_firepower_kill	2.1.1.3.1.11.6
network_set_force	2.1.1.3.1.50.1
network_set_mobility_kill	2.1.1.3.1.11.5
network_set_network_device	2.1.1.3.2.12.4
network_set_net_layer	2.1.1.3.2.12.2
network_set_simulator_type	2.1.1.3.1.52.1
network_set_smoking_status	2.1.1.3.1.11.2
network_set_vehicle_appearance	2.1.1.3.1.53.1
network_set_vehicle_class	2.1.1.3.1.54.1
network_set_vehicle_guises	2.1.1.3.1.51.1
network_set_vehicle_id	2.1.1.3.1.55.1
network_stop_missile_flyout	2.1.1.3.1.31.3
network_stop_sending_app	2.1.1.3.1.66.2
network_test.c	2.1.1.3.2.13
network_tow_launcher_down	2.1.1.3.1.67.2
network_tow_launcher_up	2.1.1.3.1.67.1
network_use_activation	2.1.1.3.1.68.2
network_xmit	2.1.1.3.1.32.2
network_xmit_idle	2.1.1.3.1.32.3
net_xmit.c	2.1.1.3.1.32
net_xmt_failed	2.1.1.3.1.24.1
new_m_m_mul.c	2.6.2.52
nmat_mat_mul	2.6.2.52.1
non_impact.c	2.1.1.3.1.33
normalize_e	2.6.18.10.1
normalize_x	2.5.4.3.5

normalize_y	2.5.4.3.6
norm_e.c	2.6.18.10
not_open_net.c	2.1.1.3.2.14
not_prep_buf.c	2.1.2.2.1.23
not_proc_buf.c	2.1.2.2.1.24
nprintf	2.1.1.3.1.34.1
nprintf.c	2.1.1.3.1.34
obstacles.c	2.5.11.5
open_net.c	2.1.1.3.2.15
open_up_output_port	2.6.8.4.1
op_16_set.c	2.1.4.1.1.25
op_16_set2.c	2.1.4.1.1.26
op_rest.c	2.1.4.1.1.27
op_rest_c.c	2.1.4.1.1.28
op_set.c	2.1.4.1.1.29
op_set_c.c	2.1.4.1.1.30
op_set_ns.c	2.1.4.1.1.31
op_set_ns_c.c	2.1.4.1.1.32
p2p.h	2.1.1.2.2.2
p2p_local.c	2.1.1.2.2.2
parse.c	2.1.2.1.1.6
parse_cif_definition	2.1.2.1.1.6.1
PointToPointOpen	2.1.1.2.2.1.1
PointToPointReceivePDU	2.1.1.2.2.2.1
PointToPointSendPDU	2.1.1.2.2.2.1
port_stuck	2.1.4.1.1.14.1
position.c	2.1.1.3.1.35
pots_check_three	2.1.4.1.2.5.1
pots_check_two	2.1.4.1.2.6.1
pots_clamp_pot_between	2.1.4.1.2.1.1
pots_scale_lcr	2.1.4.1.2.2.1
pots_scale_lr_both	2.1.4.1.2.3.1
pots_scale_lr_both	2.1.4.1.2.4.1
power_drivetrain	2.2.6.2.1.35
power_engine	2.2.6.2.1.30
power_final_drive	2.2.6.2.1.27
power_gearbox	2.2.6.2.1.25
power_sprocket	2.2.6.2.1.29
power_supply.c	2.1.1.3.1.36
power_torque_converter	2.2.6.2.1.33
PrepareDiscrepancyThreshold	2.5.16.3.1
prepend_msg_hdr	2.1.2.2.2.83.1
preproc.c	2.5.11.6

pre_1rot.c	2.1.2.2.2.64
pre_3rot.c	2.1.2.2.2.65
pre_agl_set.c	2.1.2.2.2.66
pre_am_dfn.c	2.1.2.2.2.67
pre_cig_ctl.c	2.1.2.2.2.68
pre_ct_gm.c	2.1.2.2.2.69
pre_ct_ism.c	2.1.2.2.2.70
pre_dr11.c	2.1.2.2.2.71
pre_file_des.c	2.1.2.2.2.72
pre_file_sts.c	2.1.2.2.2.73
pre_file_xfr.c	2.1.2.2.2.74
pre_gun_over.c	2.1.2.2.2.75
pre_hprxyzs.c	2.1.2.2.2.76
pre_lase_rtn.c	2.1.2.2.2.77
pre_mcig_ctl.c	2.1.2.2.2.78
pre_mdr11.c	2.1.2.2.2.79
pre_mpass_on.c	2.1.2.2.2.80
pre_mreq_1sr.c	2.1.2.2.2.81
pre_mrts4x3.c	2.1.2.2.2.82
pre_msg_hdr.c	2.1.2.2.2.83
pre_mvflags.c	2.1.2.2.2.84
pre_obscure.c	2.1.2.2.2.85
pre_overall.c	2.1.2.2.2.86
pre_ovr_set.c	2.1.2.2.2.87
pre_pass_bk.c	2.1.2.2.2.88
pre_pass_on.c	2.1.2.2.2.89
pre_proc_rnd.c	2.1.2.2.2.90
pre_req_1sr.c	2.1.2.2.2.91
pre_rnd_fir.c	2.1.2.2.2.92
pre_rot2x1.c	2.1.2.2.2.93
pre_rts4x3.c	2.1.2.2.2.94
pre_scale.c	2.1.2.2.2.95
pre_show_eff.c	2.1.2.2.2.96
pre_stat_rm.c	2.1.2.2.2.97
pre_stat_veh.c	2.1.2.2.2.98
pre_submode.c	2.1.2.2.2.99
pre_sys_err.c	2.1.2.2.2.100
pre_test_nam.c	2.1.2.2.2.101
pre_traj_chd.c	2.1.2.2.2.102
pre_traj_ent.c	2.1.2.2.2.103
pre_traj_tbl.c	2.1.2.2.2.104
pre_trans.c	2.1.2.2.2.105
pre_vflags.c	2.1.2.2.2.106

---

pre_vmag.c	2.1.2.2.2.107
pre_vmode.c	2.1.2.2.2.108
pre_vport.c	2.1.2.2.2.109
pre_vupdate.c	2.1.2.2.2.110
printbuffer.c	2.1.2.2.2.111
print_buffer	2.1.2.2.2.111.1
print_electsys_variables	2.3.6.3.1.34
print_fuel_variables	2.3.5.2.16
print_help	2.2.1.1.1
print_help	2.3.1.1.3
print_help	2.4.1.1.1
print_message_file_status	2.1.2.2.2.46.1
print_msg_agl	2.1.2.2.2.40.1
print_msg_cig_ctl	2.1.2.2.2.41.1
print_msg_end	2.1.2.2.2.44.1
print_msg_file_descr	2.1.2.2.2.45.1
print_msg_file_xfer	2.1.2.2.2.47.1
print_msg_hit	2.1.2.2.2.48.1
print_msg_hit_return	2.1.2.2.2.49.1
print_msg_laser_return	2.1.2.2.2.50.1
print_msg_local_terrain	2.1.2.2.2.51.1
print_msg_miss	2.1.2.2.2.52.1
print_msg_otherveh_state	2.1.2.2.2.53.1
print_msg_pass_on	2.1.2.2.2.18.2
print_msg_process_round	2.1.2.2.2.54.1
print_msg_round_fired	2.1.2.2.2.55.1
print_msg_sshow_effect	2.1.2.2.2.56.1
print_msg_staticveh_rem	2.1.2.2.2.57.1
print_msg_staticveh_state	2.1.2.2.2.58.1
print_msg_subsys_mode	2.1.2.2.2.59.1
print_msg_sys_error	2.1.2.2.2.60.1
print_msg_test_name	2.1.2.2.2.61.1
print_msg_traj_chord	2.1.2.2.2.62.1
print_pars_files	2.5.1.2.20
print_R4P3D	2.6.4.17.1
print_reasons	2.5.16.3.6
print_repair_status	2.2.4.2.9
print_repair_status	2.3.4.2.9
print_resupply_status	2.2.5.3.4
print_resupply_status	2.3.5.3.4
print_stats.c	2.1.1.3.2.16
print_structure_contents	2.6.11.3.8
print_TF1	2.6.4.18.1

---

print_TF2	2.6.4.19.1
print_veh_logo	2.2.1.1.2
print_veh_logo	2.3.1.1.4
print_veh_logo	2.4.1.1.2
print_vimp.c	2.1.1.3.2.17
prior_init.c	2.5.12.14
prior_lists.c	2.5.12.15
prior_loc.c	2.5.12.16
prior_loc.h	2.5.12.17
prior_rm.c	2.5.12.18
prior_sort.c	2.5.12.19
process_activate_request	2.1.1.3.2.1.1
process_a_packet	2.1.1.3.2.18.8
process_buffer	2.1.2.2.3.8.1
process_collision	2.1.1.3.2.3.1
process_dc_transaction	2.1.1.3.2.18.6
process_deactivate_me	2.1.1.3.2.4.1
process_deactivate_other	2.1.1.3.2.4.2
process_fire	2.1.1.3.2.5.1
process_hit_me	2.1.1.3.2.8.1
process_hit_other	2.1.1.3.2.8.2
process_indirect_fire	2.1.1.3.2.9.1
process_keyword	2.1.2.2.2.24.5
process_known_dynamic	2.5.12.20.3
process_known_static	2.5.12.20.1
process_markers	2.1.1.3.2.11.1
process_msg_agl	2.1.2.2.3.7.1
process_msg_file_descr	2.1.2.2.3.13.1
process_msg_file_status	2.1.2.2.3.11.1
process_msg_file_xfer	2.1.2.2.3.12.1
process_msg_hit	2.1.2.2.3.14.1
process_msg_hit_return	2.1.2.2.3.14.1
process_msg_laser_return	2.1.2.2.3.16.1
process_msg_local_terrain	2.1.2.2.3.15.1
process_msg_lt_piece	2.1.2.2.3.19.1
process_msg_miss	2.1.2.2.3.20.1
process_msg_sys_error	2.1.2.2.3.22.1
process_query_me	2.1.1.3.2.34.2
process_radiating_state	2.1.1.3.2.24.1
process_repair	2.1.1.3.2.28.1
process_resupply_cancel	2.1.1.3.2.29.1
process_resupply_offer	2.1.1.3.2.30.1
process_resupply_received	2.1.1.3.2.31.1

process_service_request	2.1.1.3.2.32.1
process_sim_transaction	2.1.1.3.2.18.5
process_status_query	2.1.1.3.2.34.1
process_unknown_dynamic	2.5.12.20.4
process_unknown_static	2.5.12.20.2
process_update	2.1.1.3.2.38.1
proc_agl.c	2.1.2.2.3.7
proc_a_pkt.c	2.1.1.3.2.18
proc_buf.c	2.1.2.2.3.8
proc_ct_ram.c	2.1.2.2.3.9
proc_end.c	2.1.2.2.3.10
proc_fdescr.c	2.1.2.2.3.13
proc_f_stat.c	2.1.2.2.3.11
proc_f_xfer.c	2.1.2.2.3.12
proc_hit.c	2.1.2.2.3.14
proc_laser.c	2.1.2.2.3.16
proc_loc.c	2.1.2.2.3.17
proc_loc.h	2.1.2.2.3.18
proc_lt_pi.c	2.1.2.2.3.19
proc_l_terr.c	2.1.2.2.3.15
proc_miss.c	2.1.2.2.3.20
proc_pback.c	2.1.2.2.3.21
proc_sys_err.c	2.1.2.2.3.22
proc_update.c	2.5.12.20
Propulsion Simulation	2.2.6.2
prot_faad.c	2.1.1.3.2.19
prot_ivis.c	2.1.1.3.2.20
prot_laser.c	2.1.1.3.2.21
prot_stealth.c	2.1.1.3.2.22
pr_agl.c	2.1.2.2.2.40
pr_cig_ctl.c	2.1.2.2.2.41
pr_ct_gm.c	2.1.2.2.2.42
pr_ct_ism.c	2.1.2.2.2.43
pr_end.c	2.1.2.2.2.44
pr_file_desc.c	2.1.2.2.2.45
pr_file_stat.c	2.1.2.2.2.46
pr_file_xfer.c	2.1.2.2.2.47
pr_hit.c	2.1.2.2.2.48
pr_hit_rtn.c	2.1.2.2.2.49
pr_laser_rtn.c	2.1.2.2.2.50
pr_loc_terr.c	2.1.2.2.2.51
pr_miss.c	2.1.2.2.2.52
pr_otherveh.c	2.1.2.2.2.53

pr_proc_rnd.c	2.1.2.2.2.54
pr_R4P3D.c	2.6.4.17
pr_rnd_fired.c	2.1.2.2.2.55
pr_show_eff.c	2.1.2.2.2.56
pr_staticrem.c	2.1.2.2.2.57
pr_staticveh.c	2.1.2.2.2.58
pr_submode.c	2.1.2.2.2.59
pr_sys_err.c	2.1.2.2.2.60
pr_test_name.c	2.1.2.2.2.61
pr_TF1.c	2.6.4.18
pr_TF2.c	2.6.4.19
pr_traj_chrd.c	2.1.2.2.2.62
pr_vupdate.c	2.1.2.2.2.63
push_msg_file_descr	2.1.2.2.2.72.1
push_msg_file_status	2.1.2.2.2.73.1
push_msg_file_xfer	2.1.2.2.2.74.1
push_msg_laser_return	2.1.2.2.2.77.1
p_clamp.c	2.1.4.1.2.1
p_c_sines.c	2.5.8.8
p_lcr.c	2.1.4.1.2.2
p_lr_both.c	2.1.4.1.2.3
p_lr_pos.c	2.1.4.1.2.4
p_three.c	2.1.4.1.2.5
p_two.c	2.1.4.1.2.6
quat_dump	2.6.18.9.2
radiate.c	2.1.1.3.2.23
rad_state.c	2.1.1.3.2.24
rand.c	2.5.4.18
range_sqrd.c	2.5.12.21
rcv_loc.c	2.1.1.3.2.25
rcv_loc.h	2.1.1.3.2.26
read.c	2.1.6.1.4
read.c	2.5.16.2
ReadDiscrepancyThresholds	2.5.16.2.1
ReadThreshold	2.5.16.2.2
read_char	2.6.11.3.4
read_char_vehicle_entry	2.6.11.5.4
read_entry_attributes	2.6.11.3.2
read_idc_parameter_file	2.1.4.1.1.19.1
read_keyword_data	2.1.2.2.2.24.4
read_long_int	2.6.11.3.5
read_long_int_vehicle_entry	2.6.11.5.5
read_pars.c	2.5.1.2



read_vehicle_entry_attributes	2.6.11.5.2
really.c	2.1.1.3.2.27
real_limit	2.6.1.6.1
receive.c	2.1.1.2.2.2
receive.c	2.1.2.1.1.7
reconstitute_from_keyboard	2.1.1.3.2.18.7
reconstitute_vehicle	2.2.1.1.10
reconstitute_vehicle	2.3.1.1.12
reconstitute_vehicle	2.4.1.1.10
reg_gnd_wheel	2.5.10.8.2
relate_dump_locations	2.5.18.5.20
relate_dump_transforms	2.5.18.5.19
reloadRcq.c	2.1.1.3.1.37
remove.c	2.6.5.3
removeshm	2.6.5.3.1
repair.c	2.1.1.3.2.28
repair.c	2.5.4.19
repaired.c	2.1.1.3.1.38
repair_all_systems	2.5.4.19.7
repair_complete_system	2.5.4.19.6
repair_fix_failure	2.5.4.19.5
repair_fix_system	2.5.4.19.3
repair_init	2.2.4.2.3
repair_init	2.3.4.2.3
repair_near_repair	2.2.4.2.5
repair_near_repair	2.3.4.2.5
repair_quiet_state	2.2.4.2.7
repair_quiet_state	2.3.4.2.7
repair_request	2.2.4.2.1
repair_request	2.3.4.2.1
repair_request_state	2.2.4.2.8
repair_request_state	2.3.4.2.8
repair_simul	2.2.4.2.2
repair_simul	2.3.4.2.2
repair_start_self_repair	2.5.4.19.8
repair_system_is_fixed	2.5.4.19.4
repair_uninit	2.5.4.19.2
reset.c	2.1.6.1.5
respond.c	2.1.4.1.1.33
resupply_ammo_received	2.2.5.3.10
resupply_ammo_received	2.3.5.3.10
resupply_feed_me_packet	2.2.5.3.14
resupply_feed_me_packet	2.3.5.3.14

resupply_fuel_received	2.2.5.3.11
resupply_fuel_received	2.3.5.3.11
resupply_gating_conditions	2.2.5.3.15
resupply_gating_conditions	2.3.5.3.15
resupply_init	2.2.5.3.28
resupply_init	2.3.5.3.28
resupply_near_ammo_carrier	2.2.5.3.7
resupply_near_ammo_carrier	2.3.5.3.7
resupply_near_ammo_receiver	2.2.5.3.9
resupply_near_ammo_receiver	2.3.5.3.9
resupply_near_fuel_carrier	2.2.5.3.8
resupply_near_fuel_carrier	2.3.5.3.8
resupply_offer_canceled	2.2.5.3.32
resupply_offer_canceled	2.3.5.3.32
resupply_offer_packet	2.2.5.3.12
resupply_offer_packet	2.3.5.3.12
resupply_request_canceled	2.2.5.3.33
resupply_request_canceled	2.3.5.3.33
resupply_simul	2.2.5.3.29
resupply_simul	2.3.5.3.29
resupply_stop_ammo_resupply	2.2.5.3.30
resupply_stop_ammo_resupply	2.3.5.3.30
resupply_stop_fuel_resupply	2.2.5.3.31
resupply_stop_fuel_resupply	2.3.5.3.31
resupply_thank_you_packet	2.2.5.3.13
resupply_thank_you_packet	2.3.5.3.13
resupp_canc.c	2.1.1.3.2.29
resupp_canc.c	2.1.1.3.1.39
resupp_offer.c	2.1.1.3.1.40
resupp_offer.c	2.1.1.3.2.30
resupp_recvd.c	2.1.1.3.1.41
resupp_recvd.c	2.1.1.3.2.31
rotate_allocate_element	2.5.18.4.1
rotate_become_legal	2.5.18.6.5
rotate_break_links	2.5.18.5.15
rotate_exec	2.5.18.6.4
rotate_fill_permanent_tree	2.5.18.5.3
rotate_find_transform_path	2.5.18.5.6
rotate_get_angle	2.5.18.4.31
rotate_get_cig_info	2.5.18.3.4
rotate_get_cos_angle	2.5.18.4.33
rotate_get_loc	2.5.18.5.12
rotate_get_mat	2.5.18.5.5

rotate_get_rate	2.5.18.4.34
rotate_get_sin_angle	2.5.18.4.32
rotate_hull_init	2.5.18.3.7
rotate_hull_simul	2.5.18.3.8
rotate_init	2.5.18.6.1
rotate_init_check	2.5.18.6.2
rotate_init_cig_element	2.5.18.3.1
rotate_init_element	2.5.18.4.2
rotate_init_offset_element	2.5.18.4.6
rotate_init_stab_element	2.5.18.4.5
rotate_init_stab_family	2.5.18.4.3
rotate_init_stab_orphan	2.5.18.4.4
rotate_location_index	2.5.18.5.14
rotate_mat	2.5.18.5.9
rotate_modify_stab_offset	2.5.18.4.21
rotate_number_node	2.5.18.5.2
rotate_path_val	2.5.18.5.7
rotate_prioritize_elements	2.5.18.4.7
rotate_reassign_cig_element	2.5.18.3.2
rotate_relate_init	2.5.18.5.1
rotate_relate_simul	2.5.18.5.4
rotate_reset_cig_list	2.5.18.3.3
rotate_rwa_blades	2.5.12.15.4
rotate_save_path	2.5.18.5.8
rotate_send_msgs	2.5.18.3.5
rotate_set_angle	2.5.18.4.17
rotate_set_angle_and_rate	2.5.18.4.19
rotate_set_child_priority	2.5.18.4.8
rotate_set_current_angle	2.5.18.4.20
rotate_set_dynamic_characteristics	2.5.18.4.11
rotate_set_dynamic_state	2.5.18.4.12
rotate_set_loc	2.5.18.4.30
rotate_set_location	2.5.18.5.13
rotate_set_mat	2.5.18.4.16
rotate_set_max_rate	2.5.18.4.10
rotate_set_no_rotate	2.5.18.4.15
rotate_set_post_command_function	2.5.18.4.14
rotate_set_pre_command_function	2.5.18.4.13
rotate_set_rate	2.5.18.4.18
rotate_set_stab_current_position	2.5.18.4.24
rotate_set_stab_current_position_in_coordinates	2.5.18.4.25
rotate_set_stab_point	2.5.18.4.26
rotate_set_stab_point_in_coordinates	2.5.18.4.27

rotate_set_stab_rate	2.5.18.4.28
rotate_set_stab_rate_in_coordinates	2.5.18.4.29
rotate_set_stab_vector	2.5.18.4.22
rotate_set_stab_vector_in_coordinates	2.5.18.4.23
rotate_set_stops	2.5.18.4.9
rotate_set_transform	2.5.18.5.10
rotate_simul	2.5.18.6.3
rotate_stab	2.5.18.6.6
rotate_transform_index	2.5.18.5.11
rotate_valid_angle	2.5.18.6.7
rotational_friction_factor	2.3.6.2.4.3
rot_comm.c	2.5.18.3
rot_element.c	2.5.18.4
rot_relate.c	2.5.18.5
rot_util.c	2.5.18.6
rtc.h	2.6.16.2
rtc_get_start	2.6.16.1.13
rtc_get_tick_rate	2.6.16.1.12
rtc_overrun	2.6.16.1.10
rtc_print1	2.6.16.1.9
rtc_print_overrun	2.6.16.1.7
rtc_print_overrun	2.6.16.1.8
rtc_print_permanent	2.6.16.1.11
rtc_print_time	2.6.16.1.5
rtc_read_clock	2.6.16.1.1
rtc_simul_history	2.6.19.1.6
rtc_start_time	2.6.16.1.2
rtc_stop_time	2.6.16.1.3
rtc_time_history	2.6.16.1.4
rtc_timing.c	2.6.16.1
rva_add_hash_entry	2.5.12.11.13
rva_adjust_veh_appear	2.5.12.1.1
rva_alloc_hash_table	2.5.12.11.1
rva_alloc_marker_table	2.5.12.13.1
rva_alloc_rva_table	2.5.12.11.9
rva_create_output_list	2.5.13.1.1
rva_delete_hash_entry	2.5.12.11.12
rva_dump_priority_lists	2.5.12.2.3
rva_find_hash_entry	2.5.12.11.11
rva_forget_about_vehicle	2.5.12.3.1
rva_get_air_veh_list	2.5.12.4.1
rva_get_close_list	2.5.12.9.1
rva_get_lists	2.5.12.9.2

rva_get_num_air_vehs	2.5.12.9.5
rva_get_num_close_vehs	2.5.12.9.4
rva_get_num_hash_entries	2.5.12.9.3
rva_get_num_mvg_vehs	2.5.12.9.8
rva_get_num_static_vehs	2.5.12.9.7
rva_get_object_type	2.5.12.5.1
rva_get_output_list	2.5.13.1.2
rva_get_priority_list	2.5.12.6.1
rva_get_rva_entry	2.5.12.7.2
rva_get_veh_app_pkt	2.5.12.7.1
rva_get_veh_id	2.5.12.10.1
rva_get_veh_loc	2.5.12.8.1
rva_init	2.5.12.22.1
rva_init.c	2.5.12.22
rva_init_hash_table	2.5.12.11.2
rva_init_marker_table	2.5.12.13.2
rva_init_rva_table	2.5.12.11.10
rva_insert_hash_table_entry	2.5.12.11.5
rva_loc.c	2.5.12.23
rva_loc.h	2.5.12.24
rva_lock_veh_into_buf	2.5.12.12.1
rva_lookup_hash_table_entry	2.5.12.11.3
rva_priority_setup	2.5.12.14.1
rva_process_markers	2.5.12.13.3
rva_process_unknown_marker	2.5.12.13.4
rva_process_update	2.5.12.20.5
rva_remove_hash_table_entry	2.5.12.11.4
rva_reset_veh_appear	2.5.12.1.2
rva_setup	2.5.12.25.1
rva_setup.c	2.5.12.25
rva_tell_cig_about_other_vehicles	2.5.12.27.1
rva_turn_debug_off	2.5.12.2.2
rva_turn_debug_on	2.5.12.2.1
rva_unlock_veh	2.5.12.12.2
rva_util_get_veh_app_pkt	2.5.13.1.3
rva_vehicle_is_invisible	2.5.12.26.2
rva_vehicle_is_visible	2.5.12.26.1
same_unit	2.1.1.3.1.63.4
sbcustom.c	2.1.7.1.1
sbcustom.h	2.1.7.1.5
sbllibry.c	2.1.7.1.2
sbllibry.h	2.1.7.1.6
sbtest.c	2.1.7.1.3

sbtute.c	2.1.7.1.4
scaled_rand	2.6.1.7.1
scaled_rand.c	2.6.1.7
search_obj_types	2.6.11.2.2
send.c	2.1.1.2.2.2
send.c	2.1.2.1.1.8
send_activate_response	2.1.1.3.1.1.1
send_all_outputs	2.2.6.2.2.6
send_buffer	2.1.2.2.2.24.6
send_deactivate_pkt	2.1.1.3.1.10.1
send_dg_pkt.c	2.1.1.3.1.42
send_dtrain_outputs	2.2.6.2.1.38
send_engine_controls_status	2.2.6.2.2.5
send_engine_sound	2.2.6.2.2.4
send_exercise_status_pkt	2.1.1.3.1.14.1
send_exercise_status_trans	2.1.1.3.1.14.2
send_feed_me_packets_ammo_carriers	2.2.5.3.5
send_feed_me_packets_ammo_carriers	2.3.5.3.5
send_feed_me_packets_fuel_carriers	2.2.5.3.6
send_feed_me_packets_fuel_carriers	2.3.5.3.6
send_feed_me_packets_repair_vehicles	2.2.4.2.6
send_feed_me_packets_repair_vehicles	2.3.4.2.6
send_loc.c	2.1.1.3.1.43
send_loc.h	2.1.1.3.1.44
send_output_to_port	2.6.8.6.1
send_pt_packet	2.1.1.3.1.45.1
send_pt_pkt.c	2.1.1.3.1.45
send_repaired_pkt	2.1.1.3.1.38.1
send_rsp.c	2.1.1.3.1.46
send_simulation_status_pkt	2.1.1.3.1.59.1
send_simulation_status_trans	2.1.1.3.1.59.2
send_status.c	2.1.2.2.1.25
send_status_response_trans	2.1.1.3.1.63.7
send_trans.c	2.1.1.3.1.47
send_transmission_oil_status	2.2.6.2.1.36
send_trans_maintenance_status	2.2.6.2.1.37
send_vehicle_status	2.1.1.3.1.71.1
send_vehicle_status_in_f__ing_multicast_group_zero	2.1.1.3.1.71.2
send_vehicle_status_trans	2.1.1.3.1.71.3
service_check_vehicle_type	2.2.5.3.29
service_check_vehicle_type	2.3.5.3.29
service_req.c	2.1.1.3.1.48
service_req.c	2.1.1.3.2.32

ser_heartbeat	2.6.7.2.1
ser_heartbeat_init	2.6.7.2.2
ser_status.c	2.6.7.2
setup_buf.c	2.1.2.2.1.32
setup_buffer_ptrs	2.1.2.2.1.32.1
set_assym.c	2.1.2.2.2.112
set_assymmetric_on	2.1.2.2.2.112.1
set_ballistics_debug	2.1.2.2.6.1
set_ballistics_debug	2.1.2.2.7.1
set_br_bit	2.1.2.2.4.6.1
set_br_bit.c	2.1.2.2.4.6
set_br_vals	2.1.2.2.4.7.1
set_br_vals.c	2.1.2.2.4.7
set_buffer_num	2.1.2.2.2.113.1
set_buf_num.c	2.1.2.2.2.113
set_chunk.c	2.1.2.2.3.23
set_chunk_size	2.1.2.2.3.23.1
set_cig_dev	2.1.2.2.1.26.1
set_cig_dev.c	2.1.2.2.1.26
set_cig_mask	2.1.2.2.2.114.1
set_cig_mask.c	2.1.2.2.2.114
set_ded_name	2.1.2.2.1.8.2
set_ex_id.c	2.1.1.3.1.49
set_force.c	2.1.1.3.1.50
set_gear_ratio	2.2.6.2.1.22
set_guises.c	2.1.1.3.1.51
set_initial_sizes	2.1.2.2.1.27.1
set_i_sizes.c	2.1.2.2.1.27
set_loc_kin.c	2.5.8.9
set_my_if	2.1.2.2.1.28.1
set_my_if.c	2.1.2.2.1.28
set_power	2.2.6.2.2.1
set_process_pkt_fn	2.1.1.3.2.18.1
set_request_receive_size	2.1.2.2.1.29.1
set_request_send_size	2.1.2.2.1.30.1
set_req_rcv.c	2.1.2.2.1.29
set_req_send.c	2.1.2.2.1.30
set_save_num_static_vehs	2.5.12.9.6
set_send_status	2.1.2.2.1.25.2
set_sim_type.c	2.1.1.3.1.52
set_suppt.c	2.5.10.8
set_s_flag.c	2.1.2.2.1.31
set_use_requested_flag	2.1.2.2.1.31.1

set_veh_app.c	2.1.1.3.1.53
set_veh_clas.c	2.1.1.3.1.54
set_veh_id.c	2.1.1.3.1.55
set_veh_spec.c	2.1.2.2.2.115
set_vflags.c	2.1.2.2.4.8
set_view_flags	2.1.2.2.4.8.1
set_vmodes	2.1.2.2.4.9.1
set_vmodes.c	2.1.2.2.4.9
set_xmt_fail.c	2.1.1.3.1.56
set_xmt_failed	2.1.1.3.1.56.1
sfail_event_occurred	2.5.4.21.1
sfail_fixed_good_as_new	2.5.4.22.1
sfail_init	2.5.4.23.1
sfail_loc.c	2.5.4.24
sfail_loc.h	2.5.4.25
sfail_maintenance_condition	2.5.4.26.2
sfail_maint_cond	2.5.4.26.1
sfail_mnt_cond.c	2.5.4.26
shell_fire.c	2.1.1.3.1.57
shmcontrol.h	2.6.5.4
show_effect.c	2.1.1.3.1.58
show_effect.c	2.1.1.3.2.33
show_vehs.c	2.5.12.26
silent_mode_off	2.3.1.1.2
silent_mode_on	2.3.1.1.1
Simulation Support Utilities	2.6
simulation_state_machine	2.5.1.1.13
sim_state_idle	2.5.1.1.6
sim_state_simexit	2.5.1.1.10
sim_state_siminit	2.5.1.1.7
sim_state_simstop	2.5.1.1.9
sim_state_simulate	2.5.1.1.8
sim_state_simulating	2.5.1.1.11
sim_state_sounds_denied	2.5.1.1.12
sim_state_startup	2.5.1.1.5
sim_status.c	2.1.1.3.1.59
sin_cos_to_deg	2.6.4.12.1
skip_comment	2.6.11.3.3
skip_vch_comment	2.6.11.5.3
solve_sim_lin_eq	2.6.1.4.8
sound reset	2.1.3.2.7
sound reset	2.1.3.3.7
sound reset	2.1.3.4.7



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sound_denial_check	2.1.3.2.1
sound_denial_check	2.1.3.3.1
sound_denial_check	2.1.3.4.1
sound_dont_use	2.1.3.2.5
sound_dont_use	2.1.3.3.5
sound_dont_use	2.1.3.4.5
sound_force_const_sound	2.1.3.1.3
sound_force_del_sound	2.1.3.1.8
sound_force_veh_spec_sound	2.1.3.2.3
sound_force_veh_spec_sound	2.1.3.3.3
sound_force_veh_spec_sound	2.1.3.4.3
sound_get_var_sound_arg	2.1.3.1.5
sound_init	2.1.3.2.4
sound_init	2.1.3.3.4
sound_init	2.1.3.4.4
sound_make_arg_sound	2.1.3.1.6
sound_make_const_sound	2.1.3.1.2
sound_make_cont_sound	2.1.3.1.9
sound_make_del_sound	2.1.3.1.7
sound_make_var_sound	2.1.3.1.4
sound_make_veh_spec_sound	2.1.3.2.2
sound_make_veh_spec_sound	2.1.3.3.2
sound_make_veh_spec_sound	2.1.3.4.2
sound_of_engine	2.1.3.3.16
sound_of_engine_accessory_already_on	2.1.3.3.26
sound_of_engine_accessory_off	2.1.3.3.27
sound_of_engine_accessory_on	2.1.3.3.25
sound_of_engine_cranking_stall	2.1.3.3.12
sound_of_engine_cranking_start	2.1.3.3.10
sound_of_engine_cranking_stop	2.1.3.3.11
sound_of_engine_start	2.1.3.3.14
sound_of_engine_stop	2.1.3.3.15
sound_of_gun_elevating	2.1.3.2.11
sound_of_gun_elevating	2.1.3.3.17
sound_of_main_gun_firing	2.1.3.3.9
sound_of_random_sounds	2.1.3.2.12
sound_of_random_sounds	2.1.3.3.28
sound_of_random_sounds	2.1.3.4.12
sound_of_tracks	2.1.3.2.9
sound_of_tracks	2.1.3.3.13
sound_of_turret_drive_already_on	2.1.3.3.23
sound_of_turret_drive_off	2.1.3.3.24
sound_of_turret_drive_on	2.1.3.3.22

---

---

sound_of_turret_power_already_on	2.1.3.3.20
sound_of_turret_power_off	2.1.3.3.21
sound_of_turret_power_on	2.1.3.3.19
sound_of_turret_traversing	2.1.3.2.10
sound_of_turret_traversing	2.1.3.3.18
sound_of_vehicle	2.1.3.4.9
sound_of_weapons_impact	2.1.3.1.1
sound_simul	2.1.3.2.6
sound_simul	2.1.3.3.6
sound_simul	2.1.3.4.6
sound_stop_cont_sound	2.1.3.1.10
sound_we_just_died	2.1.3.2.8
sound_we_just_died	2.1.3.3.8
sound_we_just_died	2.1.3.4.8
Spaceball Interface Software	2.1.7
Specialized Output Devices	2.2.2.3
Specialized Output Devices	2.3.2.3
spec_appear.c	2.1.1.3.1.60
spec_status.c	2.1.1.3.1.61
spool_down_engine	2.2.6.2.2.19
sqr_range.c	2.5.8.10
sqr_range.c	2.5.10.9
starter_failure	2.2.6.2.2.27
statistics.c	2.1.5.1.12
Status Panel Interface Software	2.1.5
status.c	2.1.5.1.13
status_out	2.1.5.1.13
status_query.c	2.1.1.3.2.34
stat_change.c	2.1.1.3.1.62
stat_rsp.c	2.1.1.3.1.63
Stealth Controls/Switchology	2.4.2
Stealth Failures	2.4.3
Stealth Vehicle	2.4
Stealth Vehicle Model	2.4.5
store_ctas_grow_model	2.1.2.2.2.14.8
store_ctas_init_startup_model	2.1.2.2.2.14.7
store_other_veh_state	2.1.2.2.2.14.6
store_round_fired	2.1.2.2.2.14.4
store_traj_chord	2.1.2.2.2.14.3
store_view_magnification	2.1.2.2.2.14.5
strchr	2.6.4.15.1
strtok	2.6.4.21.3
strtok.c	2.6.4.21

---

strtok_find	2.6.4.21.2
strtok_skip	2.6.4.21.1
suspension	2.5.6.6.1
suspension_acceleration_is	2.5.6.3.1
suspension_gun_fired	2.5.6.1.1
suspension_init	2.5.6.4.2
suspension_params	2.5.6.5.1
suspension_uninit	2.5.6.4.1
suspension_veh_init	2.5.6.7.1
susp_accel.c	2.5.6.3
susp_init.c	2.5.6.4
susp_params.c	2.5.6.5
susp_simul.c	2.5.6.6
sus_loc.h	2.5.6.8
s_curr_cond.c	2.5.4.20
s_event.c	2.5.4.21
s_fixed.c	2.5.4.22
s_init.c	2.5.4.23
targetDiseng.c	2.1.1.3.1.64
target_engag.c	2.1.1.3.1.65
targ_agm.c	2.5.3.15
targ_ground.c	2.5.3.16
targ_intrcpt.c	2.5.3.17
targ_lev_los.c	2.5.3.18
targ_los.c	2.5.3.19
targ_losbias.c	2.5.3.20
targ_point.c	2.5.3.21
targ_pursuit.c	2.5.3.22
targ_unguide.c	2.5.3.23
tell_cig.c	2.5.12.27
terrain_add_bvol_ptr	2.5.11.6.3
terrain_add_poly_ptr	2.5.11.6.2
terrain_calc_elev	2.5.11.1.1
terrain_get_height	2.5.11.1.4
terrain_get_patch_size	2.5.11.2.1
terrain_get_terrain_type	2.5.11.3.1
terrain_inside	2.5.11.1.5
terrain_loc.h	2.5.11.8
terrain_lt_initd	2.5.11.4.1
terrain_make_edges	2.5.11.1.7
terrain_make_normal	2.5.11.1.6
terrain_obstructed	2.5.11.5.1
terrain_preproc_terrain	2.5.11.6.1

terrain_verbose_mode_on	2.5.11.9.1
terr_init.c	2.5.11.7
tgt_fire_cmd.c	2.1.1.3.2.35
tgt_handoff.c	2.1.1.3.2.36
tgt_vis.c	2.1.1.3.2.37
thresh.c	2.1.1.3.1.66
thresh.c	2.5.16.3
timed_mat_dump	2.6.4.22.1
timed_printf	2.6.4.24.1
timed_printf.c	2.6.4.24
timed_printf_set	2.6.4.24.2
timed_vec_dump	2.6.4.23.1
timers_delay_proc	2.6.3.4.1
timers_elapsed_milliseconds	2.6.3.10.1
timers_free_timer	2.6.3.5.1
timers_get_current_tick	2.6.3.1.1
timers_get_current_time	2.6.3.2.1
timers_get_data	2.6.3.3.1
timers_get_in_use_status	2.6.3.7.1
timers_get_stopped_status	2.6.3.19.1
timers_get_ticking_status	2.6.3.20.1
timers_get_ticks_left	2.6.3.21
timers_get_timeout_edge	2.6.3.22.1
timers_get_timer	2.6.3.6.1
timers_init	2.6.3.8.1
timers_init_starttime	2.6.3.16.1
timers_loc.h	2.6.3.23
timers_null_proc	2.6.3.11.1
timers_reset_timeout_edge	2.6.3.12.1
timers_restart_timer	2.6.3.13.1
timers_set_null_timer	2.6.3.14.1
timers_simul	2.6.3.15.1
timers_status	2.6.3.17.1
timers_stop_timer	2.6.3.18.1
too_many_vehs.c	2.5.12.28
Top Level M1	2.2.1
Top Level Stealth Simulation Software	2.4.1
tow_status.c	2.1.1.3.1.67
tracks_stat.c	2.5.10.10
transmission_oil_system_simul	2.2.6.2.1.39
try_to_remove_veh	2.5.12.18.1
turret_veh.c	2.5.8.11
turret.c	2.5.5.2

turret_elevate_gun	2.5.5.2.9
turret_elevate_sight	2.5.5.2.8
turret_get_azimuth_str	2.5.5.2.19
turret_get_g_to_w	2.5.5.2.13
turret_get_network_azimuth	2.5.5.2.15
turret_get_network_elevation	2.5.5.2.14
turret_get_ref_ind	2.5.5.2.16
turret_get_sight_in_world	2.5.5.2.22
turret_get_stab_changes	2.5.5.2.5
turret_move_azimuth	2.5.5.2.6
turret_move_elevation	2.5.5.2.7
turret_null_azimuth_ind	2.5.5.2.17
turret_pos_init	2.5.5.2.2
turret_send_azimuth_ind	2.5.5.2.18
turret_set_stab_sys	2.5.5.2.3
turret_set_stab_vector	2.5.5.2.4
turret_stops_init	2.5.5.2.1
turret_synch_sight_with_gun	2.5.5.2.12
turret_sync_gun_with_sight	2.5.5.2.11
turret_update_check	2.5.5.2.20
turret_update_rva	2.5.5.2.21
t_cur_tick.c	2.6.3.1
t_cur_time.c	2.6.3.2
t_data.c	2.6.3.3
t_del_proc.c	2.6.3.4
t_free.c	2.6.3.5
t_get_timer.c	2.6.3.6
t_init.c	2.6.3.8
t_in_use.c	2.6.3.7
t_loc.c	2.6.3.9
t_mat_dump.c	2.6.4.22
t_milli.c	2.6.3.10
t_null_proc.c	2.6.3.11
t_reset.c	2.6.3.12
t_restart.c	2.6.3.13
t_set_null.c	2.6.3.14
t_simul.c	2.6.3.15
t_start.c	2.6.3.16
t_status.c	2.6.3.17
t_stop.c	2.6.3.18
t_stopped.c	2.6.3.19
t_ticking.c	2.6.3.20
t_ticks.c	2.6.3.21

t_timeout.c	2.6.3.22
t_vec_dump.c	2.6.4.24
uninit.c	2.1.2.1.1.9
uninit.c	2.1.4.2.1.11
uninit.c	2.1.5.1.16
unmap_idc_values	2.6.12.1.4
update.c	2.5.8.12
update_and_dead_reckon	2.5.12.15.2
update_e.c	2.6.18.11
update_p.c	2.6.18.12
use_actiw.c	2.1.1.3.1.68
use_debug.c	2.1.2.2.2.116
use_print_checkb	2.1.2.2.1.8.1
use_static_debug	2.1.2.2.2.116.1
util_comm.c	2.5.3.24
util_eval.c	2.5.3.25
util_flyout.c	2.5.3.26
util_get_database_name	2.6.4.10.2
util_init.c	2.5.3.27
util_set_database_name	2.6.4.10.1
vec_add	2.6.2.57.1
vec_add.c	2.6.2.57
vec_check	2.6.2.58.1
vec_check.c	2.6.2.58
vec_copy	2.6.2.59.1
vec_copy.c	2.6.2.59
vec_cos_prod	2.6.2.53.1
vec_cross_prod	2.6.2.66.1
vec_dot_prod	2.6.2.54.1
vec_dump	2.6.2.60.1
vec_dump.c	2.6.2.60
vec_elr_transform	2.6.2.55.1
vec_init	2.6.2.61.1
vec_init.c	2.6.2.61
vec_mat_mul	2.6.2.56.1
vec_neg	2.6.2.62.1
vec_neg.c	2.6.2.62
vec_norm.c	2.6.2.63
vec_normalize	2.6.2.63.1
vec_scale	2.6.2.64.1
vec_scale.c	2.6.2.64
vec_sub	2.6.2.65.1
vec_sub.c	2.6.2.65

vec_x_prod.c	2.6.2.66
Vehicle Libraries	2.5
Vehicle Subsystems	2.2.6.3
Vehicle Subsystems	2.3.6.3
vehicle_altitude	2.5.19.1.21
vehicle_angular_velocity	2.5.19.1.14
vehicle_A_acceleration	2.5.19.1.8
vehicle_A_C_B	2.5.19.1.18
vehicle_A_p	2.5.19.1.15
vehicle_A_r	2.5.19.1.13
vehicle_A_velocity	2.5.19.1.10
vehicle_b2	2.5.19.1.17
vehicle_B_acceleration	2.5.19.1.9
vehicle_B_C_A	2.5.19.1.19
vehicle_B_s	2.5.19.1.16
vehicle_B_velocity	2.5.19.1.11
vehicle_climb_rate	2.5.19.1.22
vehicle_forces	2.5.19.1.27
vehicle_freeze	2.5.19.1.23
vehicle_freeze_disable	2.5.19.1.25
vehicle_gravity_vector	2.5.19.1.20
vehicle_init	2.5.19.1.3
vehicle_is_close	2.2.5.3.34
vehicle_is_close	2.3.5.3.34
vehicle_is_invisible	2.5.12.26.4
vehicle_is_visible	2.5.12.26.3
vehicle_mass_init	2.5.19.1.6
vehicle_place	2.5.19.1.2
vehicle_restart	2.5.19.1.7
vehicle_set_init_state	2.5.19.1.30
vehicle_set_orientation	2.5.19.1.4
vehicle_set_position	2.5.19.1.4
vehicle_thrust	2.5.19.1.24
vehicle_torques	2.5.19.1.26
vehicle_update	2.5.19.1.1
vehicle_velocity_magnitude	2.5.19.1.12
veh_appear.c	2.1.1.3.2.38
veh_app_loc.h	2.1.1.3.1.69
veh_get_force	2.6.10.6.3
veh_impact.c	2.1.1.3.1.70
veh_impact_me	2.1.1.3.2.8.3
veh_impact_other	2.1.1.3.2.8.4
veh_init.c	2.5.6.7

veh_init.c	2.5.8.13
veh_init.c	2.5.10.11
veh_set_force	2.6.10.6.2
veh_spec_exit	2.2.1.1.8
veh_spec_exit	2.3.1.1.10
veh_spec_exit	2.4.1.1.8
veh_spec_idle	2.2.1.1.4
veh_spec_idle	2.3.1.1.6
veh_spec_idle	2.4.1.1.4
veh_spec_init	2.2.1.1.5
veh_spec_init	2.3.1.1.7
veh_spec_init	2.4.1.1.5
veh_spec_simulate	2.2.1.1.6
veh_spec_simulate	2.3.1.1.8
veh_spec_simulate	2.4.1.1.6
veh_spec_startup	2.2.1.1.3
veh_spec_startup	2.3.1.1.5
veh_spec_startup	2.4.1.1.3
veh_spec_stop	2.2.1.1.7
veh_spec_stop	2.3.1.1.9
veh_spec_stop	2.4.1.1.7
veh_status.c	2.1.1.3.1.71
verb_mode.c	2.5.11.9
vflags.loc.h	2.1.2.2.4.12
vflags_loc.c	2.1.2.2.4.10
vision.c	2.1.2.2.4.11
v_cos_prod.c	2.6.2.53
v_dot_prod.c	2.6.2.54
v_e_transf.c	2.6.2.55
v_m_mul.c	2.6.2.56
v_pkt_verbose_mode	2.1.1.3.1.66.1
world	2.5.18.6.8
write.c	2.1.6.1.6
zero_dead_reckon	2.5.12.29.5
zero_get_new_velocities	2.5.12.29.3
zero_init_veh	2.5.12.29.1
zero_process_dynamic	2.5.12.29.4
zero_set_extrapolation_period	2.5.12.29.6
zero_uninit_veh	2.5.12.29.2
zero_veh.c	2.5.12.29